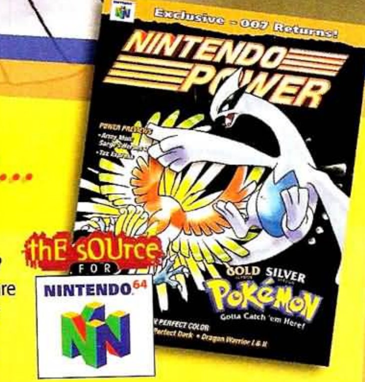


are you ready for some glitter?



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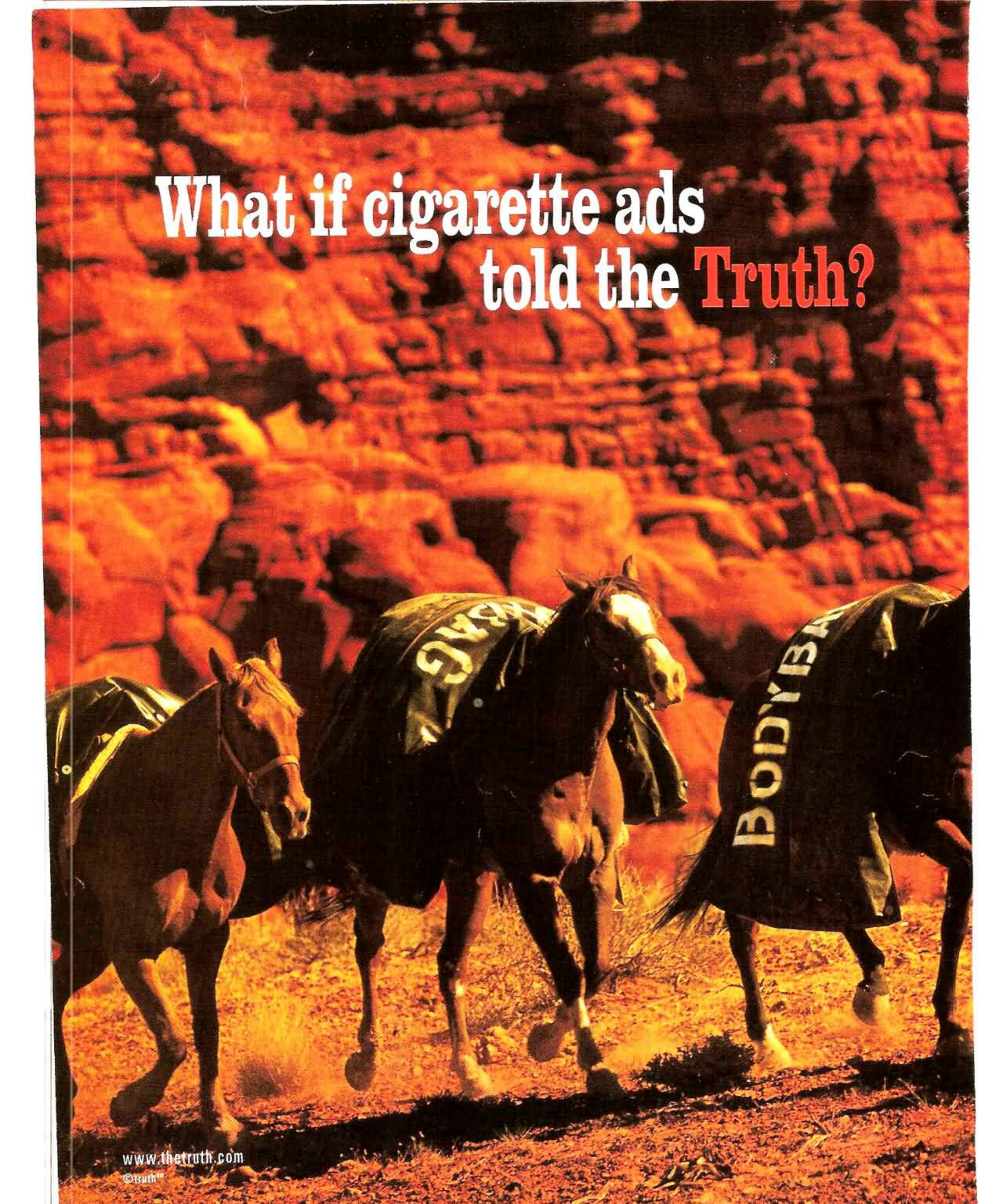
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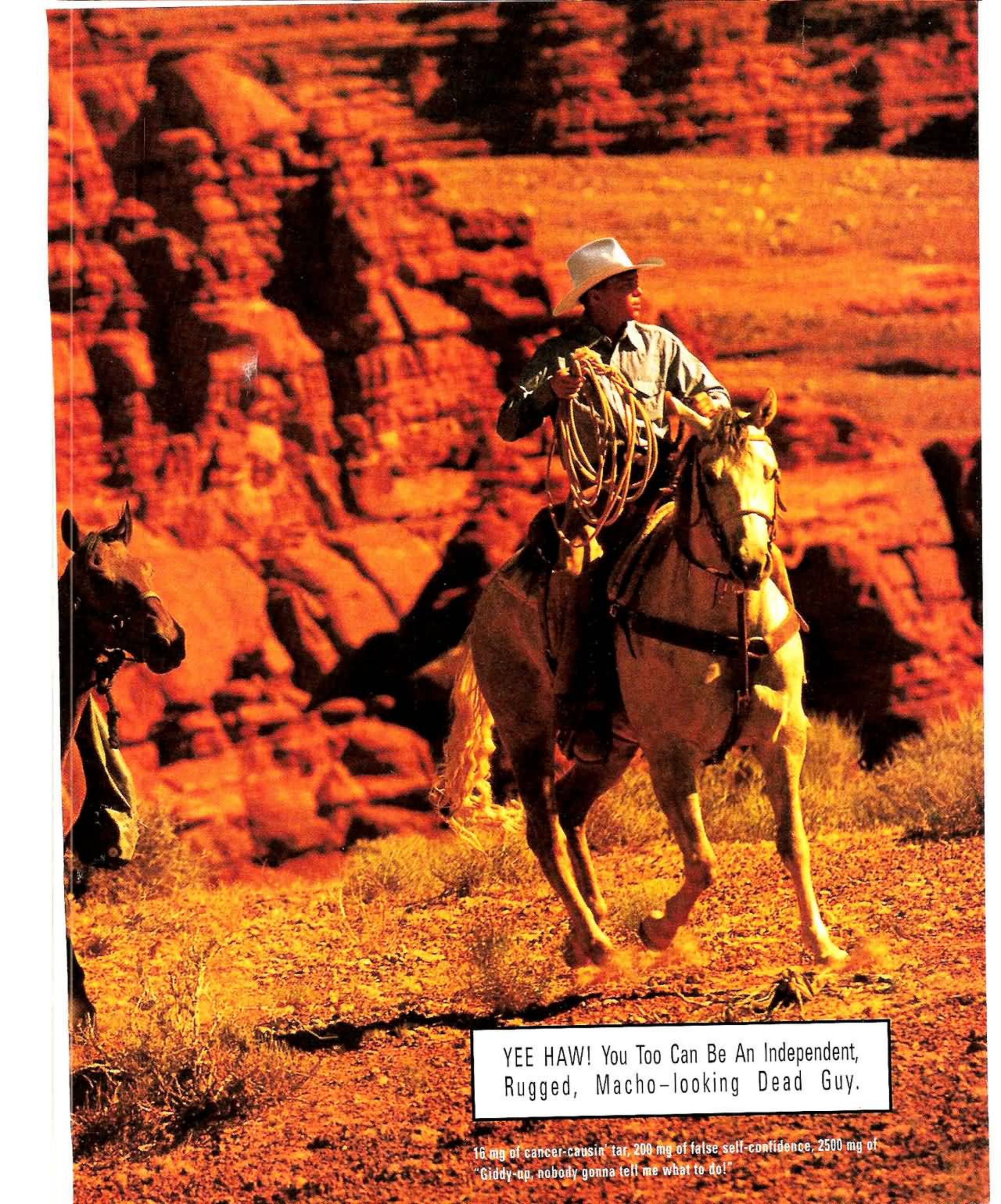
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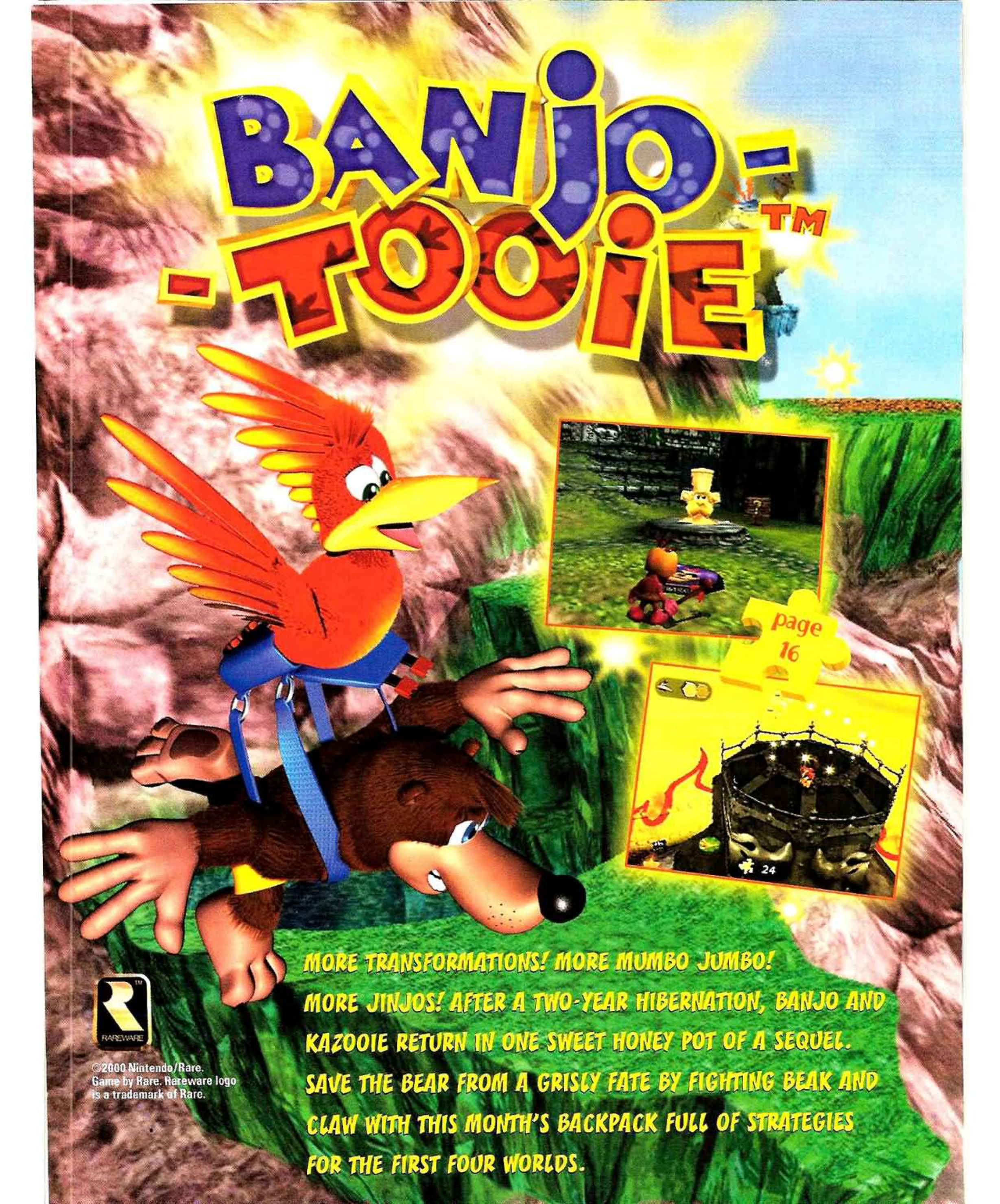
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BANJO-TOOIE™
page 16
24
MORE TRANSFORMATIONS! MORE MUMBO JUMBO!
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FOLLOWING THE PAPER TRAIL



Mario appears as a flat 2-D cutout, but his latest adventure is hardly paper-thin. Formerly known as Super Mario RPG 2, Paper Mario puts role-playing mechanics, turn-based combat and Marioesque action on the same page. Leaf through a first look at the flat-out fun.

page 38

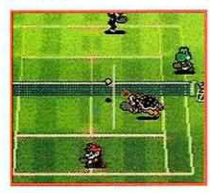
WWF OR WCW?



Rock or Hulk? Stone Cold or Goldberg? Wrestling fans have double the trouble to grapple with when THQ releases WWF No Mercy and EA unleashes WCW Backstage Assault. Pin down the game that's best for you in a side-by-side comparison. 'Cause we said so.

page 44

SERVICE WITH A SMILE



Wrestling games aren't the only things that are hittin' hard this month. In a GBC grand slam, Mario and every other Mushroom Kingdom menace to tennis are serving up craziness on the courts. This month's preview reveals what the racket is all about.

page 50

PUZZLE-TYPE POKéMON



This must be how they play Tetris Attack in Johto. Pokémon Puzzle Challenge for GBC stars new Pokémon from Gold and Silver in a brain-bending boggler of block busting and rearranging. Find out how everything falls into place and how to stack 'em all with the latest Pokémon game on the block.

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VOLUME 139 DECEMBER 2000

GAME STRATEGIES

SPECIAL FEATURES

DEPARTMENTS

player's pulse

We asked for your opinions on Nintendo GameCube and Game Boy Advance—a.k.a. AGB—and boy, did we ever get a response. Our e-mail servers crashed. Mailroom workers quit. The U.S. Post Office wants to give us our very own zip code. Keep 'em coming, readers!



Tregg Spolar • Chino, California

New Systems, Baby!

I think that the AGB and Nintendo GameCube are huge steps in gaming history! I mean, they are the sweetest graphics I've ever seen!

Alex Kriegel
Fairfax, VA

If all of the screen shots for Nintendo GameCube are cinematic scenes, they leave me snoozing. If not, then I'm screaming! It's my opinion that Nintendo GameCube needs RPGs, and lots of them. And don't ever, ever publish a game with the Olsen twins in it again!

Mikerowave007
Via the Internet



Caroline Neighbors • Locust Grove, Virginia

I was at nintendo.com, when I noticed a model of the AGB. I saw what the cartridges are going to look like, and I wondered if there is going to be an adapter so you can use it with old Game Boy games. Kind of like the Super Game Boy for SuperNES, or maybe a Transfer Pak.

David Green
Covington, KY

It's your lucky day! AGB will be fully compatible with older Game Boy games—no adapter required. And just to cut this question off at the pass, no, you won't be able to play N64 games on the Nintendo GameCube.

I've got to say, I was so overwhelmed with excitement when I saw the pictures of Nintendo GameCube and AGB that I was practically gasping for air! It's unbelievable! And being able to use AGB as a second Controller is an awesome idea. I hope Nintendo uses the new technology to its advantage and starts making games with custom features that allow gamers to put their own face and voice into their games.

Jason Mason
Hesperia, CA

Nintendo GameCube? Four words: Jack-in-the-Box. AGB? Now *that* is a great piece of hardware.

MLBFan 25
Via the Internet

The only problem I see with Nintendo GameCube is the Controller. The N64 Controller proved that analog pads don't have a use anymore. The analog stick looks way too far away, and I don't know about the button positions.

James Leedy
Via the Internet

James, let us put your fears to rest. NP staffers are some of the gamers lucky enough to have tried the Controller—and sure, it's different—but the pad is actually quite comfortable and the buttons are easy to reach. You'll wonder how you ever lived without it.

As Nintendo GameCube goes, I think the screen shots are great because they look so real. But the idea of CDs frightens me. Games on CD are always getting stuck in the middle because of scratches. Is Nintendo going to do something about their CDs so this doesn't happen?

Ryan Schoen
Brookhaven, PA

Rest easy. Nintendo GameCube discs will be as durable as possible. There are still a few things you can do to take care of the equipment—keep discs in their cases at all times and never leave the cover of any console open any longer than necessary.

I just read over October's Nintendo GameCube article and it rocks the badmonkey's house! I've never seen better graphics! Major kudos to Nintendo.

Sam Kreimeyer
Via the Internet

Badmonkey? Hope that's not a Cranky Kong reference, or he'll have to teach that Kreimeyer whippersnapper a lesson.

Conspiracy Theories

There have been a lot of comments about Koopa kids dis-



Jonas Bomersbach • Wayne, Pennsylvania

Background Art: Nathan Call • Salt Lake City, Utah

appearing. Well, Mario and Luigi have beaten them enough times, and they are just children after all. Maybe they had enough and decided to quit, or they're just hiding because they don't want to get hurt again.

Laura Ament
Via Mail

In Volume 136 of NP, there was a question about Bowser's missing children. I think I know where they've disappeared to—Bowser probably swallowed them all, because he lives in fear of their overthrowing him someday. There are two clues to my theory. In Volume 136 you asked Bowser about his kids, and he got angry and threw Bob-ombs at you. I think he's hiding something. Plus, in Super Mario 64 Bowser's size has increased dramatically.

Jordan Mendones
San Diego, CA

A spokesperson for Bowser strongly denied the rumors. He claims that the kids were sent to a strict military academy to prepare them for defeating Mario someday.

Now That's Just Weird

Mario's rival is named Wario, and his hat bears a "W." Waluigi's hat, however, bears a Greek Gamma, the equivalent of a Roman "G." Perhaps the Gamma stands for "Greek," referring to the origin of the letter. Wario's "W" would therefore stand for "woman," which you get by replacing the first letter of Roman with the one on his hat. Does this mean that Wario is actually a woman? Is this his/her clever way of telling the world? Do I win a prize for figuring it out?

Douglas Zwick
Mount Vernon, WA

What on earth are you talking about? Your bizarre theory wins you a year's supply of Wario's stinky tennis socks.

A Critical Response

OK, people down there in Nintendo land, this is unforgivable. You rated Zelda: Majora's Mask a measly 9.4 And Sonja! 8.0?! That is ridiculous! Are you people crazy? Perfect Dark got a 9.6 and wasn't even as good as Goldeneye. Are you insane?

David
Via the Internet

One of the reasons we use lots of judges is that different gamers like different things. Keep in mind, though, that Majora's 9.4 is the third highest rated game ever under our current system—trailing Perfect Dark and Ocarina.

State Your Concerns

I saw a Game Boy Color advertisement on TV, and it showed America made out of Game Boys—one for each state. I was wondering if Nintendo is really going to make those, and if so, how will you deal with small states like Rhode Island?

Adam Fisher
Seattle, WA



Ashley K. Zimmerman • Downsview, Ontario

That's a big negative, good buddy. There will be no 50 nifty Game Boy states. We thought about it, but our testers kept poking themselves on Florida and dropping parts of Hawaii all over the floor.

Code Confusion

In Volume 133, there were button codes for Goldeneye, and they aren't working with my game! I have tried entering them again and again!

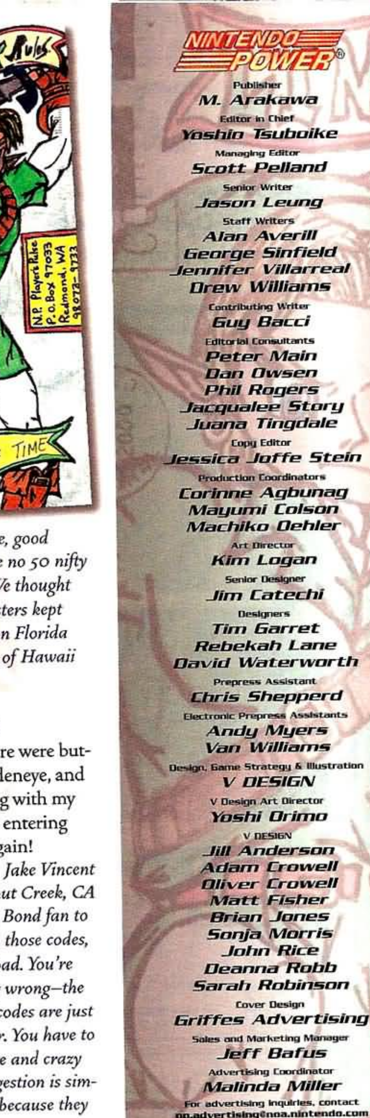
Jake Vincent
Walnut Creek, CA

You're not the only Bond fan to have difficulty with those codes, Jake, so don't feel bad. You're not doing anything wrong—the Goldeneye button codes are just really hard to enter. You have to be spot-on accurate and crazy fast. Our only suggestion is simply to keep trying, because they do work.

All Hail Lord Bowser

You should make a game with the master of masters, the king of kings, Bowser! You make games about Kirby, so why not? Come on, Bowser isn't bad—he's just looking for a good time. He wasn't trying to steal the stars in Mario Land; he just wanted to be one. So


Liam Mcdonald • Newtonville, Nova Scotia



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power charts

We've heard the old saying that too much of a good thing is wonderful, but this Pokémon craze is just out of control. A bitter Joanna Dark was even heard muttering threats to a startled Pikachu in the employee cafeteria. Somebody, stop the insanity!

NINTENDO 64 TOP 20

1 POKéMON STADIUM



2 THE LEGEND OF ZELDA: OCARINA OF TIME



3 GOLDENEYE 007



Miss Dark takes a wicked tumble this month, as her quest for number one is undone by some old favorites. We'd also like to bid a warm and fuzzy welcome to the up-and-coming Pokémon Puzzle League, which will probably be hanging around for a long time to come.

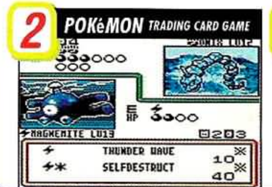
	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON STADIUM	NINTENDO	4	7
2	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	24
3	GOLDENEYE 007	RARE	3	48
4	SUPER SMASH BROS.	NINTENDO	5	18
5	PERFECT DARK	RARE	2	4
6	TONY HAWK'S PRO SKATER	ACTIVISION	6	6
7	DONKEY KONG 64	NINTENDO	7	9
8	POKéMON SNAP	NINTENDO	15	15
9	KIRBY 64: THE CRYSTAL SHARDS	NINTENDO	8	3
10	HARVEST MOON 64	NATSUME	11	9
11	MARIO PARTY 2	NINTENDO	13	5
12	BANJO-KAZOOIE	RARE	12	28
13	JET FORCE GEMINI	RARE	10	12
14	WWF WRESTLEMANIA 2000	THQ	9	9
15	POKéMON PUZZLE LEAGUE	NINTENDO	—	1
16	SUPER MARIO 64	NINTENDO	14	50
17	MARIO KART 64	NINTENDO	18	46
18	MARIO GOLF	NINTENDO	20	4
19	STAR WARS: ROGUE SQUADRON	LUCASARTS	19	22
20	STARCRAFT 64	NINTENDO	—	—

GAME BOY TOP 10

1 POKéMON (RED, BLUE, YELLOW)



2 POKéMON TRADING CARD GAME



3 POKéMON PINBALL



Scandal and treachery! After a long and unprecedented reign in the top three, The Legend of Zelda: Link's Awakening has dropped to number four. And take a look at Dragon Warrior Monsters, great showing at number seven. We bet the recently released Dragon Warrior I and II Pak will be close behind.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON (R,B,Y)	NINTENDO	1	25
2	POKéMON TRADING CARD GAME	NINTENDO	3	6
3	POKéMON PINBALL	NINTENDO	4	15
4	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	92
5	SUPER MARIO BROS. DX.	NINTENDO	5	11
6	KIRBY'S DREAM LAND 2	NINTENDO	8	60
7	DRAGON WARRIOR MONSTERS	TECMO	—	—
8	SUPER MARIO LAND 2: SIX GOLDEN COINS	NINTENDO	7	94
9	WARIO LAND 3	NINTENDO	9	2
10	JAMES BOND 007	NINTENDO	6	32

MOST WANTED

1. NINTENDO GAMECUBE
2. ZELDA: TRIFORCE SERIES (GAME BOY)
3. GAME BOY ADVANCE
4. POKÉMON PUZZLE CHALLENGE (GAME BOY)
5. MEGA MAN 64 (N64)
6. SPIDER-MAN (N64)
7. AIDYN CHRONICLES: THE FIRST MAGE (N64)
8. SCOOBY-DOO! (N64)
9. CONKER'S BAD FUR DAY (N64)
10. DINOSAUR PLANET (N64)



please put Bowser in an upcoming game and make him the star.

Scott Morin
Via the Internet

Scott, you'll be happy to know that big Bowser has a juicy role in the upcoming Paper Mario game for the N64. And while we're at it, what's with all the mail our villains have been getting lately? Must be that bad-boy charm.

A Link in the Chain

I noticed that The Legend of Zelda: Link's Awakening has been on the charts for 87 months! What other games have been on the charts this long?

Kim Seman
St. Clair Shores, MI

According to our crack team of researchers, only Game Boy mainstays Super Mario Land and Super Mario Land 2: 6 Golden Coins can make such a claim. Other lengthy stays include both NES Zelda games, Tetris DX and Metriod 2: The Return of Samus.

Flattery Will Get You Everywhere

I had to make time to write this letter about Mario Tennis. It is by far the best game I've ever played. Usually my parents don't play or even watch Nintendo, but they can't stay away from this one! We had a party and everyone was cheering and getting into it. My compliments on a great game, and I recommend it to anyone.

Brett Miller
Downs, IL

Mario Tennis has been a smash hit ever since we lobbed it into stores. Those of you who haven't yet seen the N64 gem, do yourself a favor and try it out. Who knows? Mom and Dad might even get in on the action!



E. Sauber • Burleson, Texas

Always Keep Your Eye on the Ball

I was playing Blitz 2001 and running for a touchdown (because I'm really good) when I saw an ad for Cruis'n Exotica and fumbled! Guess I'm not as good as I thought.

Brian Andres
Via the Internet

Let this be a grave warning to all the Nintendo multitaskers out there. If your attention ever fails, you'll be Cruis'n for a bruis'n.

A Strategy Tip

I think Link should tell Gannon that his nose is big or something while fighting him. It's a good distraction.

Angela Manfredonia
Fairless Hills, PA

Gannon: That's absurd. I would never fall for such a silly ploy.
Link: Hey Gannon, is that your nose or did someone build a ski jump on your face?
Gannon: Why you little... Ow! Ouch! Stop hitting me! Quit it!

Curtis Huey • Gig Harbor, Washington



Alicia Thornley • Eugene, Oregon

WRITE AWAY RIGHT AWAY!

Winter is here, snow is falling, and for some reason, all our readers think about is how nice Bowser and Wario are. So we'll ask you: If you were locked in single combat with the villain of your choice, how would you battle him or her? Sling insults at Gannon? Jump on Bowser's head over and over? Take a jackhamer to that nasty Tony Hawk asphalt? Tell us now, or we'll start singing the Mother Brain Blues.

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With Old Man Winter fast approaching, you can bet there will be an epidemic of cabin fever in the coming weeks. Fight those winter blahs with a daily dose of nintendo.com—it's good for what ails you!



We tried to come up with an even longer URL, but mickeysspeedwayusa.com will have to do. Be sure to bookmark the site, because typing that name in over and over might wear out the ol' keyboard.

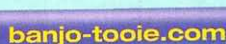
mickeysspeedwayusa.com

Cart racing fans the world over have been on pins and needles for months in anticipation of Rare's newly released creation, Mickey's Speedway USA. And since the fellows in our online department can't seem to put it down, they decided to devote a massive new site to the racing phenomenon. Once you head over to mickeysspeedwayusa.com, you'll be able to engage in a variety of cool interactive activities. Nothing brings a feeling of pride like something you've made yourself, so we're giving you the option to design custom Mickey's Speedway USA stationary and bookmarks. All you have to do is print out the stylish paper for a personalized, original design. Write a thank-you note to Grandma for giving you the great game, record your best racing times or just fold some airplanes. When you've finished, take a breather at Mickey's Driving School, where you'll learn overall game strategies plus tips and tricks for individual tracks. And be sure to click on Mickey's Pit Stop to wheel out screen savers and wallpapers. You'll never want to leave, unless it's to play more Speedway USA.

JUST TOOIE IT



Banjo was eager to help with the new site, but Kazooie was a different story. We finally bribed her with ten pounds of birdseed and a promise to let her peck the online editor's head whenever she feels the urge.



It's rare when one publisher gets so much web space, but Rare's excellent winter releases leave us with little choice—not that we're complaining. The newest addition, Banjo-Tooie, is a wacky adventure and a winner on all counts. To complement your gaming experience, be sure to visit banjo-tooie.com. We've designed the number one source for everyone's favorite bear and bird and even convinced them to help out. That's right, you'll be able to choose either Banjo or Kazooie to be your personal guide through the site. They'll show you all the goods, including our inspired challenges, and might even lend a hand—or a paw or wing, as the case may be. And if it's info you need, search no further. We'll have the skinny on all the essentials, including Humba Wumba's transformations, Mumbo Jumbo's magical mayhem, special moves, items and abilities. Don't miss out—Gruntilda knows where you live!

QUICK BYTES



Last month we spilled the beans about the nintendo.com website upgrade—with new chats, improved bulletin boards, a search engine and lots of other goodies. In our never-ending quest to make it the best site on the web, we've also pushed the launch date back. Look for the new nintendo.com around the first of the year.





EA took the world by surprise when it suddenly released The World Is Not Enough for the N64 a month ahead of schedule. But the shock has worn off, and agents everywhere are struggling with forces of evil—so keep your eyes on nintendo.com for reviews, tips and in-depth strategies.



New this month to our online home is a special section on family friendly games. We'll be talking about a number of Paks that are appropriate for players of all ages—how they earned their ratings, what the game is about and, of course, how to get the most enjoyment out of it.



Why wait for the website upgrade to let your voice be heard? You can come to nintendo.com from 4:00 p.m. to 7:00 p.m. Monday through Friday and dive into our already spiffy chat room. Exchange information, critiques, barbs and strategies with gamers from around the world. Just don't try to sell us any get-rich-quick schemes.



We told you about the Hey You, Pikachu! website last month but didn't have a URL at the time. Well, worry no more. You can now make heyyoupikachu.com your website for all things cute and fuzzy. We've even added a couple of new surprises, so if you've been there already, be sure to check back.

DKC FOR GBC

Yet another Rare game gets some online love in December. It's Donkey Kong Country for Game Boy Color, and we've got the good word. Not only is there a fun Shockwave game, but we've got the entire strategy guide in PDF format—everything from the first jump to the final boss battle. So don't miss out! Make like a barrel and roll to gameboy.com for the link.



PUZZLE PROMOS

Pokémon Puzzle League for the N64 has quickly become a gamer's favorite, and we're sure that its little brother, Pokémon Puzzle Challenge for GBC, will follow suit. If your interest has been piqued, surf your way over to pokemonpuzzleleague.com and look for the Poké Challenge link. There you'll discover expanded coverage of the pocket-sized puzzler, including in-depth strategies, colorful screen shots and everything else an aspiring Trainer might need to know.



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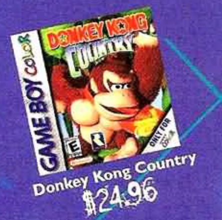
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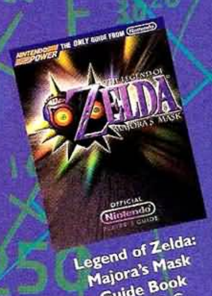


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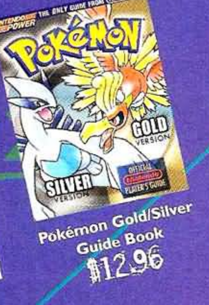


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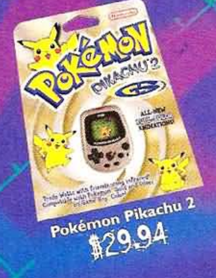
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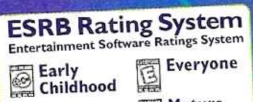
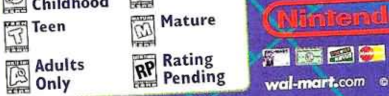


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The breegull and the bear are back in Banjo-Tooie, a Rare sequel that retains all the fun and adventure of Banjo-Kazooie while adding in many more moves, tons of transformations, extra eggs, bigger bosses and multiple minigames.







A HARD ACT TOOIE FOLLOW

After a memorable opening sequence that features Gruntilda's shocking entrance and Bottles' sudden exit, you'll find yourself on Spiral Mountain. If you need to learn the duo's original set of moves, walk up to the molehills and press B. If not, enter the Digger Tunnel.

The Moronic Minion





It doesn't matter if Klungo splits into several Klungos, turns invisible or grows impressively large—you just need to hit him or roll into him three times to defeat him.

The Mediocre Monarch







The King is concerned about the missing Jinjos only because they have a kickball tournament to play. He'll give you your first Jiggy as incentive to round up the Jinjos. Bottles' son will give you the Amaze-o-Gaze glasses.

MAP KEY

- Cheato Page
- Empty Honeycomb
- Glowbo
- Humba Wumba
- Jamjars
- Jiggy
- Jinjo
- Mumbo Jumbo
- Notes x5
- Treble Clef x20
-  Warp Pad

GETTING JIGGY

Follow the path King Jingaling shows you to reach Jiggywiggy's Temple. Collect the golden Jiggies and bring them to the temple, where you will solve puzzles to open the fantastic worlds that Banjo and Kazooie need to visit.

Jiggywiggy's Challenge





You need one Jiggy to enter Jiggywiggy's Temple for the first time. Inside, solve a jigsaw puzzle to open the way to Mayahem Temple. Other areas are opened in the same way, but the Jiggy totals are higher for each level.

The Isle o' Hags





The Isle o' Hags is the overworld that connects all of the other areas. Step on the metal silos to open shortcuts between the different parts of the overworld, and enter every building you come to.



Backtrack Boxes




Goals listed in the yellow caution boxes can't be accomplished the first time you visit the area. You'll have to come back to the area later.

A LITTLE HELP FROM YOUR FRIENDS

You have two magical allies to aid you on your quest—if you can find the Glowbos to power the magic. Mumbo Jumbo returns from Banjo-Kazooie as a playable character, and Banjo and Kazooie's transformations are handled by Humba Wumba.

Mumbo Jumbo




Mumbo leaves his skull to perform magic spells while standing on the Mumbo Pads scattered around the levels and the overworld.

Humba Wumba



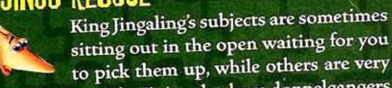

Humba's magic transforms Banjo and Kazooie into many interesting characters, including a Snowball, a Bee and a Washer.

MOVING ON

Banjo and Kazooie start the game with all their original moves and quickly learn many more from Bottles' cousin, Drill Sergeant Jamjars. After the pair split up, each learns a few individual moves.




Jamjars requires a set number of notes before he'll teach you each move. If you pick up all the notes in plain sight, you shouldn't have to worry about it.



JINJO RESCUE

King Jingaling's subjects are sometimes sitting out in the open waiting for you to pick them up, while others are very well hidden. The Jinjos also have doppelgangers called Minjos who will attack you when you come near.





Walk over to the Jinjos to pick them up. They will return to their houses. When all members of a family are reunited, you will receive a Jiggy.

MORE, MORE, MORE

You'll have to pick up more than Jiggies and Jinjos on your quest to defeat Gruntilda. Most items add to your abilities or help you in some way, like the various kinds of eggs that Jamjars teaches you to use.






Many items, including magical Glowbos, Cheato Pages, Extra Honeycombs and all sorts of shoes, will help you collect the Jiggies you need to succeed.

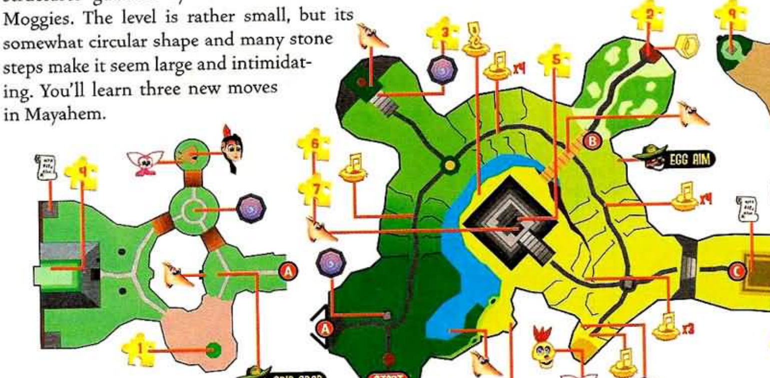
MAYAHEM TEMPLE

A verdant, somewhat ruinous area, Mayahem Temple is dotted with several ancient-looking stone structures guarded by fierce cat-warriors called Moggies. The level is rather small, but its somewhat circular shape and many stone steps make it seem large and intimidating. You'll learn three new moves in Mayahem.





Mayahem Temple is conveniently located right next to Jiggywiggy's Temple. Follow the path the Crystal Jiggy sets out if you must, but there's really no way to miss it.





Statuesque



Give Mumbo the Glowbo located inside his skull to play as the shaman. Stand on the Mumbo Pad to raise and control the Golden Goliath. You can't control it for long.

1 Golden Power







Use the gold statue to kick the boulder covering the Flying Pad and the locked stone doors. Beyond the doors that open completely, walk through the muck as the statue to reach your first Jiggy.

2 Shoo(t) flies





Go over the rope bridge to Bovina and use the Egg Aim to shoot the flies out of the air. She'll reward you with your second Jiggy for your hard work.

Turn to Stony





Give Humba the Glowbo you find behind her wigwam. She will transform you into a Stony that can play kickball and understand other statues' speech.

3 Just Kickin' It







Transform into a Stony at Humba's, then walk up to the small pyramid guarded by the large cat. He will let you in the Mayan Kickball Colosseum where you will play Stony kickball.

The three levels have slightly different elements, but if you can get lots of gold balls in your goal while keeping your opponents from doing the same, you'll win a Jiggy.

4 Disturb Ssslumber





Ssslumber, the snake in Jade Snake Grove, wakes up if you loudly approach the Jiggy by its side. Tiptoe by moving the Control Stick very slightly to snag the Jiggy soundlessly.

5 Top of the World



Don't rush to enter Targitzan's Temple at the top of the hill. Keep climbing the structure, using the Talon Trot to ascend the steep ramp, until you reach the Jiggy at the top.



6 Not-So-Easy Targets





Wander around the labyrinthine temple, picking up statues as you go. You can stop and enter the Slightly Sacred Chamber after you collect ten statues.

7

You need 20 statues to enter the Really Sacred Chamber, where you'll fight Targitzan. Shoot the targets while avoiding the darts, then take out the cats. Repeat to defeat Targitzan.

8 The Priceless Right







Shoot eggs into the gargoyles' mouths to open the door to the Treasure Chamber. Talon-Trot, Grip-Grab, Shock-Jump, Grip-Grab, then climb to get into the tunnel. Tiptoe past the caveman to pick up the Priceless Relic Thingy. Return it to Chief Bloatazin for a Jiggy.

9 Wading to Exhale





Jump in the water then climb up the rocks to reach the top of the prison. Grip-Grab to the cliff on the left, then drop to the Wading Boots. Wade through the swamp to reach a Jiggy.

10 Jiggy Drill



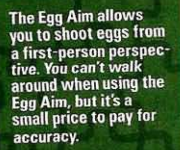


Dive under the water, after you've learned the Bill Drill, to a hidden area where you can drill the rock covering a hole in the ground.



Inside the hole, run into the first pillar to the right of the entrance. Continue bumping into the pillars to get the Jiggy low enough to grab.

SERGEANT JAMJARS



EGG AIM

The Egg Aim allows you to shoot eggs from a first-person perspective. You can't walk around when using the Egg Aim, but it's a small price to pay for accuracy.



GRIP GRAB

Pesky ledges, ropes and other obstacles are less of a problem once Jamjars teaches you the Grip Grab. Banjo will cling to ledges and walk across them with the skill.



BREEGULL BLASTER

The art of bird handling is called the Breegull Blaster. With it, Banjo can shoot eggs from Kazooie much like a normal bear would shoot water out of a squirt gun.

MAYAHEM TEMPLE JINJOS



The first Jinjo is enjoying a dip in the water to the right of the entrance to the level. Just dive in the water and swim by the Jinjo to rescue it.



You'll find a Jinjo standing in the middle of the rope bridge that also leads to Bovina and her fly-infested crops. Walk up to the Jinjo to send it home.



Across from the entrance to Jade Snake Grove is a Jinjo on a ledge. Grip-Grab up to the ledge, then climb up to save the stranded soul.



Behind one of the many sliding stone doors in Targitzan's Temple you'll find a secret passage that leads directly to another Jinjo.



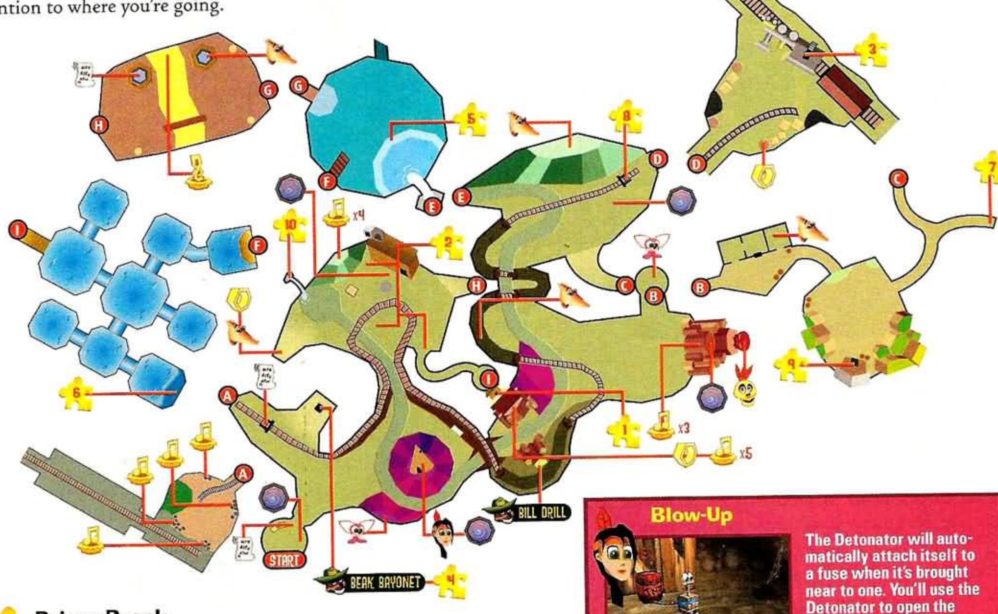
On top of the Mayahem Colosseum, you'll find the last Jinjo. Use the Flying Pad near the level's entrance to fly up to the top of the colosseum.

GLITTER GULCH MINE

The dusty mining community of Glitter Gulch Mine is packed with enemies that will shout "Howdy" before they wallop you. The beige sameness of the level can get very confusing—be sure to look for landmarks and pay attention to where you're going.




Walk to the ledge to the right of Mayahem Temple's entrance and Grip-Grab across it to the door that takes you to the Plateau—and the sunken entrance of Glitter Gulch Mine.



Prison Break




As a Stony, learn the combination to the prison from a statue and use it to open the door. As Banjo and Kazooie, Bill-Drill the rock to release the rodent. Go through the hole to accept a Jiggy reward.

Completely Crushed




After the boulder is inside the shed, run along the conveyor belt to the far wall, then push the button. Run back outside and find all three Jiggy nuggets.

In Training




Inside the righted train, take on Old King Coal for a Jiggy and the right to ride the train. Stand on high ground and send a ton of eggs Coal's way to defeat him.

Blow-Up



The Detonator will automatically attach itself to a fuse when it's brought near to one. You'll use the Detonator to open the Canary Cave and the Flooded Caves.

Raising Well



Mumbo's Magic will raise the boulder and place it in the Crushing Shed. Mumbo uses the same spell in the Train Station to put Chuffy back on track.

Chuffy Express



Open Train Stations in each level so Chuffy can visit them. Call Chuffy at the Train sign, or jump in Chuffy's Cab then step on the train control pad to take a ride.

4 Big Bang





In the Ordnance Storage area, use the Beak Bayonet to snap the errant sticks of dynamite within a very short amount of time to earn a Jiggy. Look around every corner for the explosives.

5 Gate Run





Step on the Cage Switch not far from Wumba's Wigwam and watch the path it shows to the gate. Use the Turbo Trainers near the entrance to speed through the gate to collect the Jiggy.

6 Swimmingly





Blast the door to the Flooded Caves at point I on the map on page 20 with the Detonator, then follow the map to swim to the darkened room to pick up a Jiggy.

7 Dark Walk





Shoot the generators with a Fire Egg to shed some light on the platforms to the Jiggy. They'll shut down fairly quickly, so keep moving.

8 For the Bird





Blast Canary Mary's cage with a Grenade Egg, then meet her near the Train Station to race for a Jiggy. If you can tap A fast enough, you'll win.

9 Power Play





After Banjo and Kazooie are able to Split Up, go back to the Power Hut and place Banjo on the switch. Send Kazooie after the Jiggy solo.

10 Jump Up





Learn to use the Springy Step Shoes in Terrydactyland, then return to use the shoes in the crate to jump up to the Jiggy waiting in the recessed cave under the small waterfall.

SERGEANT JAMJARS


BILL DRILL

Climb up the rocks across from the Prospector's Hut to learn the Bill Drill, which uses Kazooie's unbreakable beak to break even the biggest boulders.


BEAK BAYONET

You'll find the Beak Bayonet move just outside the only place you'll ever have to use it. Again, it's Kazooie's unstoppable beak that powers the swordlike attack.

GLITTER GULCH MINE JINJOS



You'll pass the Jinjo on the mine's tracks when you're racing Canary Mary on the mine cart. Walk back to the spot to pick up the Jinjo.



Use the Bill Drill on the boulder in the Toxic Gas Cave to free the Jinjo imprisoned beneath it. Move quickly, or enter and exit—the gas could prove fatal.



Another Jinjo lies trapped under a boulder, this time at the top of a hill near the Train Station. Use the Bill Drill on the offending boulder to free the Jinjo.



As the Detonator, blast through the door of the cell next to the cell the last Jinjo is locked in. Enter the opened door, move through to the other room, then pick up the Jinjo.





Swim through the Water Supply Pipe in Jolly Roger's Lagoon to drop down to the top of the tank in Glitter Gulch Mine's Water Storage area, where the last Jinjo is located.

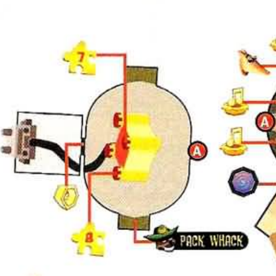
WITCHYWORLD

The brave and skilled will find Witchyworld quite amusing, even if the attractions in Witchyworld are rather repulsive. The theme of the park seems to be "danger," so be very careful as you try your luck at the games of skill and chance.





Use the Fire Eggs on the Fire Egg Switch on the far left of the Plateau to open the way to Pine Grove and Witchyworld. Take eight Jiggies to Jiggywiggy to open the door.



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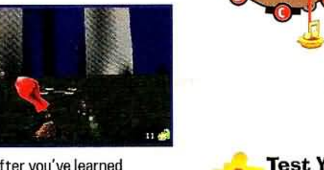
AIRBORNE EGG AIMING

SPLIT-UP

x2

1 Make the Big Top





After you've learned Airborne Egg Aiming and blasted all the slot-machine monsters to pick up the tickets, you can enter the Big Top to fight Mr. Patch. Shoot out all the patches to win a Jiggy.

Van Go

The Van can deposit coins to pay for the Dodgem Dome and the Inferno. It can also beep its horn to enter the Van Doors scattered about Witchyworld.



Power Up



Mumbo's spell gives power to the Dodgem Dome, the Star Spinner and Area 51. Just find the Mumbo Pads and start electrifying.

2 Test Your Strength

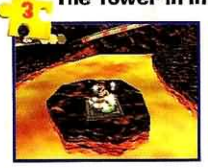






You have to hit the pad three different ways to ring the bell. Use a Beak Buster, a Bill Drill and a Grenade Egg. You have a limited amount of time, so it's best to work quickly.

3 The Tower in Inferno





Split Banjo and Kazooie. Leave Banjo on the Shock Jump Pad Switch, then send Kazooie up the spiraling metal tower to the Shock Jump Pad, which leads to the Jiggy at the very top.

4 The Twinklies Defense





After depositing a coin in the box, you can play three games with bumper cars. Just run over as many Twinklies as possible to earn a Jiggy.

5 High Divin'



Climb the ladder to the top of the Dive of Death, then carefully walk to the end of the thin plank to reach the Jiggy. You can also nudge Banjo down to Grip-Grab across the plank.

6 Spin Cycle





Jump onto the first star and move to its middle. When you see the next star appearing in front of you, jump over to it. At the planet, jump high to reach the Jiggy. Be careful.

7 Bursting with Excitement





Split the heroes to have them stand on either side of the Pump Master 2 to inflate the Crazy Castle. Inside, shoot a bunch of balloons to earn a Jiggy.

8 Plenty of Hoopla





Split Banjo and Kazooie and reenter the Crazy Castle with a solo Kazooie. Use the Turbo Trainers to speed through the hoops. If you earn plenty of points, you'll snag a Jiggy.

9 Flying Saucery





Take the Sky Ride over to the Saucer of Peril, where the box you freed from Glitter Gulch has opened to reveal a Flying Saucer. When you rack up enough points, you'll win a Jiggy.

10 Family Way







Hit the small boy to send him back to Mama, and give the girl fries to convince her to return. After you've learned the Taxi Pack in Terrydactyland, you can pick up the third, overeating child of Mrs. Boggy's to earn a Jiggy.

SERGEANT JAMJARS



AIRBORNE EGG AIMING

Near the Dodgem Dome, Jamjars will teach you how to aim eggs while flying in the air. It's not very different from aiming eggs anywhere else.



SPLIT-UP

Behind the Big Top Tent, Banjo and Kazooie finally learn how to part company. When the two touch, they'll rejoin as one hyphenated character again.

PACK WHACK

Banjo can use the Pack Whack when Kazooie's not inside his backpack. Split the pair and take only Banjo to Jamjars to learn the move.

WITCHYWORLD JINJOS



To reach the Jinjo that's stranded on the Big Top, simply walk or Talon-Trot up the ropes that hold up the tent. Talon-trot up the steep sides of the tent to save the Jinjo.



Flap-Flip your way to the top of the open door outside of Crazy Castle, then use the Grip Grab to move along the ledge to the Jinjo near Crazy Castle.



As the Van, drive over to Area 51, then beep your horn in front of the Van Door. The door will open to reveal a Jinjo that you can give a ride home.



Climb up the pole in the center of the Dodgem Dome, then Talon-Trot to the top of the slick, metal dome to reach the Jinjo.



Inside the Cave of Horrors, use Grenade Eggs to blast the cages that confine the poor, helpless creatures, including the last Jinjo you'll need to rescue.

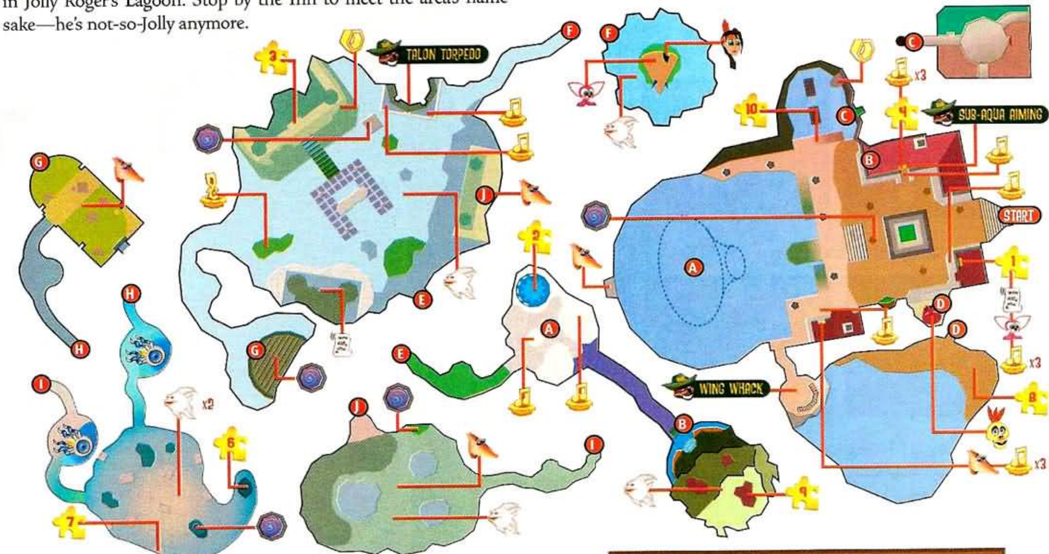
JOLLY ROGER'S LAGOON

Water, water, everywhere—you've got to stop to think. You'll never hold your breath that long, so make Mumbo's Skull an early stop in Jolly Roger's Lagoon. Stop by the Inn to meet the area's namesake—he's not-so-Jolly anymore.





Split Banjo and Kazooie on the Plateau, then have them stand on their pads in front of the locked door, which opens to reveal the Cliff Top area.



Suppress a Pawn





Collect 20 Doubloons from the ground and water, then take them to Pawno's Emporium to pick up your first Jiggy.

Breathe Easy



Mumbo's only spell in Jolly Roger's Lagoon sends a shock of sunlight into the water, imbuing it with plenty of breathable oxygen for Banjo and Kazooie.

Ice Try





Use the Talon Torpedo to open the Kazooie door on the UFO. Shoot four Ice Eggs inside the generators within 20 seconds to make the UFO will fly away, and reveal a Jiggy.

Saving Bacon





Shoot the statues on the seafloor following the order of the Greek letters on the building. Inside the building, shoot the fish that try to attack the pig to earn a Jiggy.



Dental Bam!





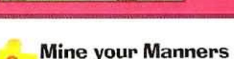
Shoot out the teeth of the Big Fish in the small cavern, enter its mouth, then hang a left to locate Merry Maggie, Jolly's partner. Return to Jolly's to pick up a Jiggy.

Clearly Fishy



Look for the clear fish in the places indicated on the map. One random fish will hold a Jiggy that can be Talon-Torpedoed out. The others have good things inside, too.

Submariner



The Submarine is the only thing that can withstand the dive into the deep hole in the Lockers Cavern. It moves quickly and shoots torpedoes, too.

6 Mine your Manners



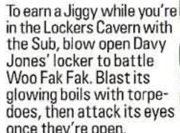
Enter the deep tunnel in the Lockers Cavern with the Submarine to play Grunty's mine game. As with all the shooting games, concentrate on Greens and Blues to score high and win the Jiggy.

7 Woo Fak Fak Attack









To earn a Jiggy while you're in the Lockers Cavern with the Sub, blow open Davy Jones' locker to battle Woo Fak Fak. Blast its glowing boils with torpedoes, then attack its eyes once they're open.

Hatch Job

8





Return to the Lagoon after you've learned Hatch in Terrydactyland. Hatch the egg, then smack the baby turtle to right it. You'll earn a Jiggy.

9 On a Pedestal







Learn Glide in Hailfire Peaks, blast the gunpowder keg in Jolly Roger's back room to open the entrance to the Smugglers' Cavern, then Glide down the stairs and over to the Jiggy on the perch.

10 Pool Party





Clean the water by Shock-Jumping up to Jolly's Roof, Grip-Grabbing over to the pipe, smashing through the pipe cover, and pushing the button in the Waste Disposal Plant.





Push George Ice Cube from his perch in Cloud Cuckooland to the hot water in Hailfire Peaks, then Shack-Pack to the temperature control switch to warm the water.

SERGEANT JAMJARS



SUB-AQUA AIMING

Rent the room in Jolly's Inn. Jamjars is inside, waiting to teach you Sub-Aqua Aiming, which makes it possible for you to shoot straight underwater.

WING WHACK

Take Kazooie to Jamjars' silo in Turtle View Cave, where she'll learn to swipe the bad guys with her wings. She'll be far less vulnerable.

TALON TORPEDO

Enter the Electric Eels' Lair to learn the Talon Torpedo, which allows Kazooie to open the underwater doors bearing her picture.

JOLLY ROGER'S LAGOON JINJOS



Go behind the counter in Blubber's Waverace Hire to use the Shock Jump Pad concealed there. Walk along the rafters to pick up the Jinjo.



If you give Blubber a Doubloon, he will give you his last possession—a pair of Turbo Trainers that will allow you to walk across the water to the stranded Jinjo.



Inside the sunken ship you'll see a treasure chest with a picture of a Jinjo on its side. Blow it up, then swim over to the freed Jinjo.



Inside the Seaweed Sanctum, a Jinjo awaits on a ledge. Slash the seaweed monsters when they attack, then continue climbing to the Jinjo.



Inside the Big Fish, take a right instead of the left that leads to Merry Maggie. You'll come across one of your Jinjo chums.

MINI GAINS

Banjo-Tooie has plenty of extras that make it a much bigger package than its predecessor. Replays give you the option to take a "do over" with the bosses, minigames and cinema scenes you've already experienced. Multiplayer lets you share the joy of the wacky minigames with up to three of your best buds.





Replay Mode









Once you've played a minigame, defeated a boss or watched a cinema, you can see it again by selecting the yellow console at the game load screen then selecting the event you want to replay. Four cinema scenes, 12 bosses and 23 minigames can be available for replay.

Multiplayer Mode





Head over to the N64 console on the game load screen to begin playing multiplayer games with your friends. There are 14 games to choose from. You can set up a tournament that features a handful of the games or all 14 in a row.



BEWITCHED

There are four more large worlds to explore for yourself in Banjo-Tooie, including the barely organized grime of Grunty Industries and the dinosaur-drenched drama of Terrydactyland. Finally, you'll enter Cauldron Keep, Grunty and company's inner sanctum, where you'll come face to face with the evil witch herself—and a quiz! Study up, or you might fail.















DETONATOR

MISSILE LAUNCHER

INDIANA JONES® and the INFERNAL MACHINE™

As a new chapter of history begins, Indiana Jones must keep the Cold War from heating up in Indiana Jones and the Infernal Machine from LucasArts. Discover the secrets of Indy's most ambitious adventure for the N64!

He has unearthed the Ark of the Covenant and unraveled the mysteries of the Holy Grail and Atlantis. Now, Indiana Jones is on a quest to uncover the secret behind the Tower of Babel and an ancient machine that holds the key to a parallel universe. Indy jumps, climbs, crawls, swims and swings over gaps with his famous Bull-whip through more than 16 levels of 3-D exploration. Each level has much to discover, including valuable treasures that can be exchanged for helpful items. Indy's adventure begins in the American Southwest and moves to Babylon, the Tian Shian Mountains in Kazakhstan, King Solomon's Mines and all corners of the earth. The game will be available for rental exclusively at Blockbuster Video and for sale online in mid-December. Log on to companystore.lucasarts.com or go to blockbuster.com for more information.







NP: HOW IT RATES
Indy fights adversaries with a variety of weapons, including several different firearms. The game is rated Teen by the ESRB for realistic animated violence.

CANYON

The Canyonlands in Utah, circa 1947, serve as an introduction to game play basics. There, you will learn to navigate the game world and perform all of the tasks that you must eventually master to make your way to the Infernal Machine. As Indy looks over the edge of the canyon he says, "Time to go to work," and the adventure begins.

1



Your first major obstacle is a rock slab that blocks a passage. Pull it, then climb it to reach the first treasure. When you continue through the passage, crawl, jump and climb with the Bullwhip to reach a new path.

2



Before dropping down to explore the pit, switch to the Revolver and pick off the snake on the ground from above. Once you've had a look around, climb back up to that first ledge, jump over to the ledge on the right and use the Bullwhip to reach the top of the building. You'll land hard then fall through the roof.

3



After Indy laments the fact that there are no important discoveries to be found in the excavation site, you will be able to find a few treasures in the area. Pick them up, then climb up to top of the narrow rock block that looks over the area with the tree. From there, grab the ledge to the right and move along that ledge to a place where you can climb up. After a few more easy jumps, you'll make your way to the end of the level.

Indy's Trading Post



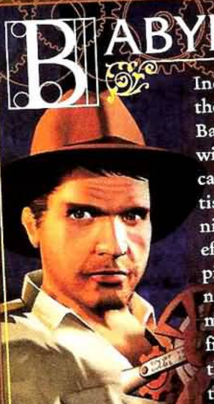
After every level, you can cash in your treasures for items that will help you recover from damage. You'll find that the items are much more valuable to you than the diamonds, idols and trinkets that you've been collecting.

4 Sophia Delivers a Message

An old friend, Sophia Hapgood, is waiting for Indy at his camp. She tells him about a Russian effort to find powerful artifacts at the site of the legendary Tower of Babel. The newly formed CIA wants Indy to investigate.



BABYLON



Indy's next stop is the ancient land of Babylon. There, he will find a Russian camp where scientist Gennadi Vlodnikov leads the effort to uncover the pieces of the Infernal Machine. Indy must find the pieces first. If they fall into the wrong hands, the results could be devastating.

1



As you begin, climb to the top of the free-standing pillar in the middle of the first area. Then jump to a narrow ledge and make your way to the top of the building that houses the radio antenna.

2 A Revealing Conversation

In the radio building, Vlodnikov tells one of his comrades about his search for the Room of the Tablets. That, according to the scientist, is the key to their next discovery.

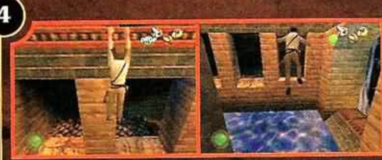


3



From the roof, jump to the top of the stone arch. Grab the ledge to the left and move to the right while hanging from the ledge. When you drop down to the next arch, avoid the guards and enter the cave quickly.

4



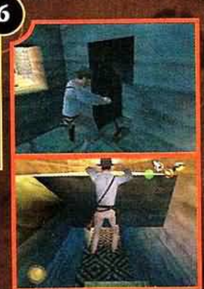
When you emerge from the cave, hang from the ledge to the left and slide over to the gap between pillars. From there, jump to the ledge on the other side of the room to collect a treasure. Hang from that ledge, then drop down to the next level, jump across the room again and move on.

5



A Russian guard blocks the entrance to the camp. Shoot the explosive barrel to take him out. When two more guards approach from the left, turn quickly and fire. After you've dealt with the first three guards, take their guns then attack the last two guards from above. Once you've eliminated all the guards, you can search the camp for first aid and an anti-venom kit.

6



After you climb the ladder to the next section of camp, eliminate the guard then search the tent for items. Pull the switch to open the gate, enter the passage, then push the crate in the passage so that it is positioned under the opening in the ceiling. Climb up onto the crate, turn around and climb out of the hole.

7



The entrance to the main excavation operation is blocked by a gate. Russian trucks drive past the gate at regular intervals. When you jump onto a passing truck, Indy will duck automatically and hide on the roof of the truck as it enters the compound. Once you're in, eliminate the guards in the area as quickly as possible, being sure to aim at explosive barrels when guards are within damage range.

8



When you reach the room with the crate, defeat the last guard then climb the crate and jump up to the balcony. From there, turn left, run down the stairs and swing over the long gap with your Bullwhip. Climb down the ladder, then climb over the ledge to the left.

9



The entrance to the generator room is to the left, near a desk and other equipment. By activating the generator, you will open the gate and inadvertently alert a pair of guards. Exit the room with gun drawn, then eliminate the guards quickly.

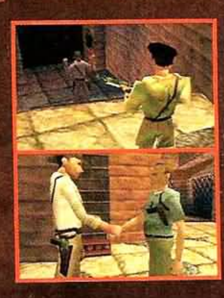
10

There is a large crate behind the open gate. Move the crate to reveal a low-clearance passage, then crawl through the passage to a flooded tunnel. While swimming, turn right, then left, then down to enter the next area.



11 Timely Assistance

Just when it looks like a Russian guard has Indy cornered, CIA operative Simon Turner will appear on the scene and take out the guard from behind. Turner wants Indy to find and retrieve the Marduk Idol.



12



Grab the guard's rifle, then walk down the stairs to the locked door. Use the Bronze Key to open the door, then back up and fire at the TNT in the room from a safe distance. The explosion will open a hole in the floor. Dive through the hole into a pool. Climb out of the pool, then follow the passage to a dead end. By pulling out the heavy crate, you'll cause a platform to drop, taking you down with it.

13



When you reach the room with the round map, you'll find a collection of gears that operate the elevator to the left. Use the gears that you found in the last level to complete the mechanism. That will cause the elevator to move up, giving you access to a huge room. Drop down to the floor and quickly eliminate the four giant scorpions. Once they are gone, you'll be able to holster your weapon for a while.

14



Search the area for treasures, then climb the ladder to the top. From there, drop down to a narrow ledge, then run and drop to the top of the pillar in the center of the room. Indy's weight on the pillar will trigger the opening of a passage on the floor. Crawl through the passage to find the Marduk Idol.

15



With the idol in hand, climb up to the second floor of the main room then push the large block out onto the ledge. Use the Bullwhip from the block for access to the third floor. Collect the first piece of the tablet then hop across the bridge to collect the second piece. As you face the main room, turn left then jump down to the next ledge while skimming the wall to slow your fall.

16



By climbing over pieces of the collapsed bridge and ledge, you can reach the room that holds the last tablet piece from the floor.

17



Return to the room with the large circular map and place the tablets in the wall to the right. Dr. Jones will read the inscription to gain insight on the whereabouts of the pieces of the machine. From there, move the block on the platform out of the way, then push a switch to raise the platform.

18 Passage to Kazakhstan

Simon Turner waits outside with his eyes on the idol. After a short discussion, Indy takes Turner's jeep to begin his search for pieces of the Infernal Machine. The quest continues in the Tian Shian Mountains of Kazakhstan.

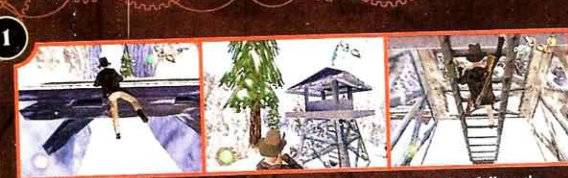


TIAN SHIAN



The mystic mountains of the Tian Shian range are home to one piece of the Infernal Machine. Indy studies the mountains then parachutes down to a location that should be close. The adventure continues.

1



Take the treasure and herb from the cave near the start point, then follow the path downhill. After you find more treasure, you'll reach a bridge. Walk under the bridge then climb up to a ledge. From the ledge, jump up onto the bridge then follow the path to the left. Take the first left off the path and make your way to a tower. Pick off the guards in the area then jump across to the tower. A ladder at the top of the tower leads to the building below.

2



Climb down to the lowest level of the building, eliminate the guard, then open the door to the next room. Take out another guard, climb onto the first box to the right that is not in a stack, then jump up and climb into the air vent.

3



When you reach the locker room, grab the raft and other items in the lockers. Next, advance to the water and use the raft while close to the dock. Indy will jump in and start paddling.

4



While paddling downriver, try to avoid sharp rocks. If your raft is punctured on the rocks, you can use a repair kit to patch it. After you dock, search for a treasure behind the second large rock that you see, then cross the bridge and turn left where the path splits. There, you will find a table that has places for four candles. Finding those candles is your next quest.

5



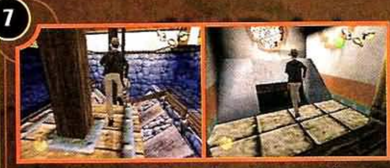
Return to the path and follow it down to a guard shack where you will eliminate two guards, then raid their lockers for raft repair kits and a first aid kit. Continue down the path to the structure at the top of the elevator shaft. Put the raft back into the river nearby.

6



When the river splits, guide the raft to the left. Turn left again at the next split. You'll soon reach a shrine where you can pick up the first candle. Return to the river and follow the flow to the right. You'll see a tunnel. Before you reach the tunnel, turn to the right and go under the bridge. Climb out of the raft, collect the nearby items, then cross the bridge to the old mill.

7



Your goal is to reach the candle on the second floor. Jump from the piston on the right to a platform on the second floor. Work your way along the wall to the other side of the floor then jump to the left piston, then the middle piston, then the second floor again.

8



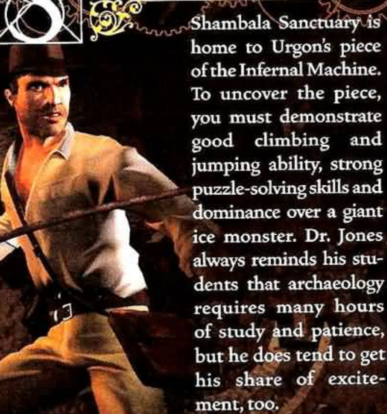
Follow the river to the bottom of the elevator shaft, where all of the river's branches eventually lead. Pull the handle then take the elevator to the top. If you need raft repair kits, take them from the guard shack. Next, follow the river to the left, then to the right. You'll find a tower in an alcove to the left. Break the window with your Bullwhip, then jump through the window and pull the switch. That will open access to a candle in the next tower. The last candle is down the river, in an old stump.

9 Candles of the Four Winds



Return to the temple with all four candles. Place them in their holders, then light them. You will trigger a mechanism that opens access to a bridge. The bridge will take you to a mountain sanctuary and one step closer to a piece of the machine.

8 ANCTUARY



Shambala Sanctuary is home to Urgon's piece of the Infernal Machine. To uncover the piece, you must demonstrate good climbing and jumping ability, strong puzzle-solving skills and dominance over a giant ice monster. Dr. Jones always reminds his students that archaeology requires many hours of study and patience, but he does tend to get his share of excitement, too.



1



When you enter the building, climb ledges up to the second floor then push a button on the wall to drop a ladder. Climb the ladder to the courtyard then cross to the left side of the courtyard and climb up to an exposed brick wall. Scale the wall, run to the other side of a building at the top, then drop into a hole.

2



The tower floors feature several doors and switches. When you enter the tower, none of the switches will be operational. Ignore them and work your way down to the base of the tower, then climb down a ladder.

3



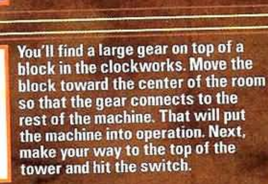
You'll encounter a small ice creature in the tower basement. Follow it through a room full of gears, then continue to the bottom of a deep shaft. You'll survive the fall by jumping off the ledge to the right and sliding down the slope.

4



Hit the three ice creatures at the bottom of the shaft from a distance, then move the large block to activate the machinery. As you return to the top of the shaft, you'll use your Bullwhip once to reach a higher platform and you'll make several long leaps to moving platforms.

5



You'll find a large gear on top of a block in the clockworks. Move the block toward the center of the room so that the gear connects to the rest of the machine. That will put the machine into operation. Next, make your way to the top of the tower and hit the switch.

6



Your actions will give you access to an adjacent tower. You can access the lower floor of that tower by jumping from the exterior bridge to a window. Break the window with your Bullwhip, enter the room and make your way down to the tower base. Watch out for the nasty ice creatures.

7





By pulling a lever at the base of the tower, you will cause all of the ladders in the tower to drop, including a ladder at the top that gives you access to the mechanism that will raise the tower bell. After that is done, return to the clock tower and find a lever that is one level above the clock, then pull it to wind up the bronze bell ringer. Return to the bell tower and pull the lever that is at the same level as the bell to bring the bell ringer across the bridge.

8 The Bell Keeper Appears

When the bronze bell ringer crosses the bridge and swings its hammer, the massive bell will rise to the rafters, revealing an old woman. The woman tells Indy about magic and spells and asks him for a treasure that will give her the strength to help him on his quest. She gives Indy a key to send him on his way.



9



At the base of the clock tower, you'll find a place to use the bell keeper's key. When the bars rise, enter the room and turn immediately to the right. You'll find a new room that is populated with small ice creatures. Clear them away.

10



Climb the ladder in the room with two beds, then hit the switch to gain access to a treasure. Return to the lower floor and enter the room with a single bed. Climb onto the bed, jump up and pull yourself up to the rafters. There, you'll find a medical herb and a tight passage to the next room. Crawl through the passage then drop. After you collect the Monastic Seal, the guards will be out in force.

11



In the room with the water and the statue, you can open the main gate for a short period to fire on the guards in the area. Next, climb up to the statue and turn it clockwise twice. That will give you access to a room below the statue. When you grab the treasure in that room, a trapdoor will fall. Carefully climb down the hole, and watch for spiders as you go.

12



In the next passage, the colorful floor panels act as triggers for traps. Crawl over those panels to avoid the crushing pistons that drop down from above. In the next room, fight off the ice creatures from a distance then climb the ladder while ignoring the switch.

13

Ride the elevator, then use the Monastic Seal to enter a new room. Hang off the ledge and slide to the left. Drop to a platform on the right side of the room, then hop from platform to platform, avoiding the breakable third platform. You'll reach a room on the other side.

14



If you fall, you'll probably land in water. Climb out of the water, push a switch to make the elevator go down, then use the elevator to return. After you deal with a falling platform and find the key, watch for and eliminate the spider in the area. Next, jump back to the middle platform and move along to the wall, near the entrance to the room. Jump, hang onto the narrow ledge then slide to the right and fall to a platform in the corner.

15



Fall down to the platform in the corner of the room. At the bottom, use your Bullwhip to swing to the other side of the room then follow the platforms. Near the top, you'll pull out a block that you can climb to gain access to the highest point.

16



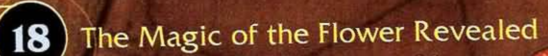
As you approach the prize—a rare plant bulb—a cage will fall to cover it. Use the key to open the cage, then retrieve the bulb. Jump into the water from there to return to the room with the statue. Near the edge of the waterfall, pull yourself up to the girder, then jump to the right to land on a platform. Once there, push the button to make a ladder rise up, then climb the ladder to the next room.

17



There is a flowerpot in a locked room. You can enter the room by crashing through the window. Eliminate the guard outside, then hang and slide to the window on the right. Place the bulb into the flowerpot. The entire assembly will fall into the waterfall, and the plant will begin to grow.

18



The Magic of the Flower Revealed

When you climb to the girder at the top of the waterfall and use your Bullwhip to swing to the shutters between the platforms, you will be able to retrieve the precious flower. Take the flower to the keeper of the bell. The magic of the flower will transform her into a young woman. That will give her the power to open the door to a new passage. You're getting close.



19



Slide down to an area with four rooms. Avoid the giant ice creature nearby and move on to the room that has the large blue symbol. Once there, climb up the short hill and pull a large block from the wall. Next, turn around, run to the room with the red symbol and climb up the hill.

20



Some of the stones in the path will break away and fall as you step on them. Keep moving. Use the Bullwhip to climb up to the top of the room, then jump over to the door and enter the next room. There, you will find a piece of the Infernal Machine.

THE ICE MONSTER AND BEYOND

Urgon's Part possesses power that will help you defeat the giant ice creature. Use the piece of the machine when the monster approaches, then avoid the monster as the apparatus recharges. Three hits will do in the beast. When the creature is gone, use Urgon's Part once more to shatter the door. On the other side of the door, you will meet the bell keeper for advice on where to go next for more pieces of the machine and more gripping adventure. The bulk of your journey still lies ahead.





Super Mario 64 was the breakthrough launch title for the Nintendo 64, and its continued popularity years later attests to both a superior game design and Mario's impressive staying power. Paper Mario expands upon that history by wrapping familiar characters and plots into a whimsical world of truly stunning beauty. Perhaps the most surprising aspect of Paper Mario is that it's a role-playing game—but one unlike any you've ever encountered. In true RPG fashion, Mario will gain experience points, advance in levels, talk to hundreds of characters and townspeople and make his way across an enormous landscape—yet by hitting bricks with his head, jumping on enemies and leaping into large, green pipes, the game remains true to its action roots.



Paper Mario is filled to the brim with familiar faces, places and items, all presented in a fresh new light. As you guide the plucky plumber on his journey, you'll encounter such Mario mainstays as Boos, Bob-ombs,

The Worlds



The worlds of the Mushroom Kingdom are as varied as any- [illegible] has ever encountered. Forests, deserts, jungles and [illegible] be conquered if Peach is to be seen again.



Dry Dry Desert

Located in the scorching sunbelt of the Mushroom Kingdom, [illegible] of ancient temples, thieving desert dwellers and turban- [illegible] no visit would be complete without a quick stop at the Dry Dry [illegible] visit, be sure to keep an eye out for mouse gangsters. They call the arid wasteland their home and rule the city with an iron paw.





Forever Forest

Deep in the heart of the Mushroom Kingdom, Forever Forest is home to the spookiest villains this side of the Blair Witch. Mario's long journey will take him to, and with any luck through, the eerie area. The forest is only half the story, however, as a dark haunted house known only as Boo's Mansion lurks somewhere within.

Shy Guy's Toy Box

The never-ending search for Princess Peach lands Mario inside a pint-sized funhouse when he visits the Shy Guy Toy Box. Despite the colorful atmosphere and smile-inspiring model trains, rocking horses, jack-in-the-boxes and building blocks, Mario will have to be careful not to let his guard down.





Lavalava Island

Accessible only by hitching a ride on the back of a friendly whale, Lavalava Island has long been a favorite vacation spot for the Mushroom Kingdom elite. A fierce season of volcanic eruptions, however, has made it off limits for all but the bravest or most foolhardy of adventurers. Mario will need to traverse such varied terrain as rock fields and jungles, all while staying one step ahead of molten magma.

Shiver Snowfield

High atop the world, where even the most daring snowboarder would fear to tread, lies the white wastelands of Shiver Snowfield. While a few brave souls eke out a meager living in Shiver City, Mario will spend most of his time battling cold-weather enemies and running from falling icicles. Hardly a stroll through a winter wonderland.



Game Play

Paper Mario plays like an action-based RPG that gives you the ability to customize characters in nearly any way you choose. Many skills are not learned but contained inside a small unit called a badge. Players can then mix or match badges, tilting the balance toward attacks, defense or special powers. Additionally, the combat and movement systems are a combination of the familiar Mario style and more traditional RPG battles.

Badges



Badges are either found on the trail or earned by collecting and selling Star Pieces. The pieces are scattered around the Mushroom Kingdom—sometimes you'll discover them in plain sight, but more often than not they're well hidden.

You got the Attack FX A Badge!

When attacking, Mario changes his sound effects.

Each badge has a different use. Some assist in combat by boosting hit points, adding a special attack or allowing you to use two items at once. Some have uses outside of battle, such as detecting hidden items. A few—such as Attack FX, which changes sound effects—are just for fun.



Naturally, Mario can't don every badge in his wardrobe at once. You'll have to mix and match your badges, deciding which special skills or attacks you think Mario needs and which should be put on the back burner. It's a great way to build a unique character.

Combat



As Mario moves through the Mushroom Kingdom, he'll encounter a wide variety of enemies. When he meets enemies, he can often sneak in a quick first strike by jumping on their heads or pounding them with his trusty hammer.



Once you enter Combat Mode, the situation changes. Each enemy has a certain number of hit points, as does Mario. Attacks are carried out in a turn-based system, so you'll have plenty of time to ponder just the right move.



Some attacks are one-button wonders, but you can boost others by using a combination of buttons, the Control Stick and good timing. They add an element of action to battles and demand that players always be on their toes.

Getting Around



Unlike some Mario side-scrollers, Paper Mario grants the player complete freedom of movement. By using Toad Town as a central hub, you can either walk straight from objective to objective, or just go exploring.



The Mushroom Kingdom is vast, and it can be easy to lose your way. Mario was smart enough to plan ahead and bring a map. Not only does it show directions to and from areas you've visited, it even tells you where you are.



When you visit a new location, you'll often gain an ability that allows you to open a previously sealed door, wall or floor plate. There is usually a Warp Pipe lurking just beyond sealed areas, allowing Mario to zip between locations in familiar style.

Items and Experience



As you progress through the game, you'll gain Experience Points which you can add to your character as you see fit. You can give Mario extra hit or attack points, or even increase the number of badges he can wear.



Some of Mario's items stay with him through the entire game. An example is the hammer, which can be used on stubborn boulders as well as thick skulls. As Mario advances, he will often upgrade his special items to make them more powerful.



Other items must be found or purchased and are usually good for a single use. Such items include Fright Jars for scaring away a foe and Mushrooms for regaining energy. There are even strange items with secret uses scattered about—like small boxes of cake mix.

See the Sights

Paper Mario is a gorgeous addition to the Mario world. While the characters take on the form of whimsical 2-D cut-outs, the backgrounds, buildings and locations are all rendered with brilliant colors and in three dimensions. The game's graphics also produce some very funny moments—such as Mario's slowly drifting like a falling leaf every time he goes over a cliff. In addition, the sounds and music will be familiar instantly to Mario fans the world over.





It Begins...

Paper Mario is a game that has something for everyone. It's simple to learn and fun for younger gamers, yet complex enough to keep even battle-hardened joystick jockeys playing for weeks. Followers of the Mario craze will be pleased with the recognizable faces and worlds, while RPG fanatics can rejoice at the thought of one of the deepest and most customizable RPG's to come along for any system in a very long time. Add in a gigantic world, hundreds of special moves, dozens of items and some very funny dialogue and sight gags—the result is the Mario game we've all been eagerly awaiting.





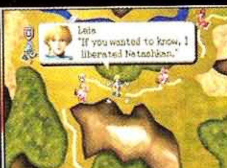
"The Biggest, Baddest RPG to ever hit the N64!"
- IGN64

Ogre Battle 64™

Person of Lordly Caliber












Over 50 Hours of non-linear gameplay on one of the largest N64 carts ever
Fight epic battles while commanding over 50 types of characters
Experience an epic storyline worthy of the Ogre Battle name







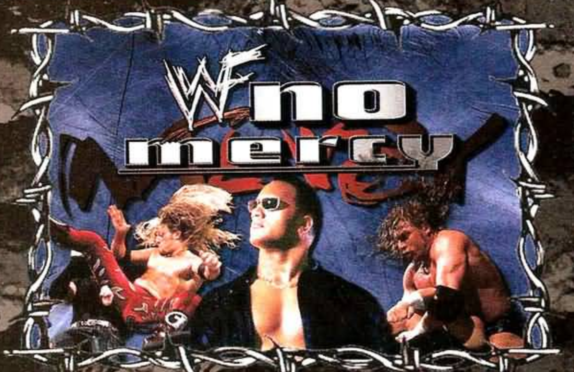




The Big Takedown

WWF & WCW

This season, a WWF and a WCW game are smacking down onto the squared circle. Find out if one of the wrestling games should be swept under the mat in a blow-by-blow grudge match.



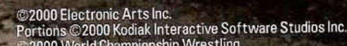
©2000 THQ/JAKKS Pacific, LLC
©2000 World Wrestling Federation

With superstars like The Rock, Triple H, Chyna, Mankind and Stone Cold Steve Austin, the World Wrestling Federation has become the most popular wrestling powerhouse around. THQ's four-player WWF No Mercy struts into the wrestling game arena boasting the same merciless action and antics that made the WWF a success. In the other corner, WCW Backstage Assault takes the action to new arenas. Will the WWF still dominate?



NP: HOW IT RATES

Perhaps not as shamelessly brutal as WCW Backstage Assault, WWF No Mercy is appropriate for Teen players and older because of its animated violence and optional bloodshed.



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©2000 World Championship Wrestling







Despite flexing big muscle with brawlers like Goldberg, Sting and Hulk Hogan, World Championship Wrestling has often been overshadowed by the WWF. At first, N64 WCW games proved their gaming might by being big on fun thanks to the excellent fighting engine developed by AKI. Now that THQ is creating the WWF's games using that fan favorite engine, EA's WCW Backstage Assault must set itself apart some other way. EA's solution is pure hardcore.



NP: HOW IT RATES

Recommended for Teen players and older, WCW Backstage Assault features animated blood (optional) and violence and a pyrotechnic match requiring you to set your rival ablaze.

What's New

In the big ringside-by-ringside comparison, the games' standout features are marked with an X. Since Backstage Assault relies entirely on out-of-the-ring weapon-based matches instead of all aspects of wrestling, it sports considerably fewer modes of play.



Exhibition



Exhibition Mode is the standard one-match game. You can set up the match to be a Single, Tag, Triple Threat, Handicap or Cage Match.

Royal Rumble



Four wrestlers can compete in the ring at once. When someone is knocked out of the ring, a new fighter will enter. Up to 36 wrestlers can wait in the wings.

Pay-Per-View



To personalize a match or recreate an historic one, use PPV Mode to name an event, then assign it a date, venue and scenario of your choosing.

King of the Ring



King of the Ring is the WWF's standard round-robin match that drop kicks your fighter into a tiered tournament of 3 to 16 competitors.

Guest Referee



As the ref, you'll preside over a match. The fighters will try not to hit you, so you'll be free to declare rope breaks, call the game and run interference.

X Ladder Match



One of the WWF's coolest bouts, the Ladder Match requires you to set up a ladder and climb to the dangling belt before your foe knocks you over.

Ironman Match



In the timed Ironman Match, you must try to score as many pins, KOs, submissions and disqualifications against your opponent as possible.

Championship



In the quest mode, your story and series of fights will unfold depending on whom you beat. Relevant backstage interviews will appear between matches.

Survival



In the grueling Survival Mode, you'll fight 100 other superstars. You'll win money in your fights which you can spend in the Smackdown Mall.

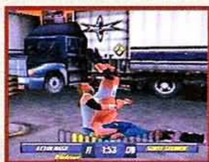
Smackdown Mall



The moolah you pocket in Championship and Survival Modes is good for buying moves, outfits, props and characters for the Create Wrestler Mode.

BACKSTAGE ASSAULT

Exhibition



To bash it up in a single match, choose Exhibition. Unlike four-player No Mercy, all of Backstage Assault's modes are for one to two players only.

Hardcore Challenge



In Hardcore Challenge, you must battle your way through all of the backstage arenas. Along the way, you'll unlock characters and moves.

X Hardcore Gauntlet



In the WCW's Hardcore Gauntlet, you compete for the title by rumbling from arena to arena against seven hardcore heroes.

Create-a-Superstar



You can create your fighter's looks and wardrobe and assign abilities and moves in the beat-'em-up game's Create-a-Superstar Mode.

Hall of Champions



Unlike most wrestling games, Backstage Assault awards points based on your offensive style and variety of moves. You're not just trying to win a belt—you're trying to pin down big points. The Hall of Champions ranks the titleholders by high score.

The Look

Big-time wrestling has always been flashy and showy, so graphics play a beefy part in wrestling games. Know its role in WWF No Mercy and WCW Backstage Assault.





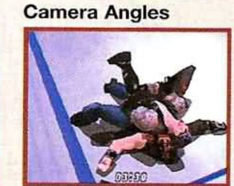
Graphics





WWF No Mercy does its best to recreate its big-production TV counterpart. Backstage interviews, compressed Titantron videos and slick graphics make for a glossy wrestling experience.

Camera Angles





No Mercy gives you the option of viewing the action through a fixed camera angle. You also have the luxury of enabling the action cam to cruise in on the bruising, giving you a 360-degree view of the brutality.





Graphics





Not even as smooth looking as Jimmy Hart, Backstage Assault's animation comes off as choppy and seems to be missing a few frames. On the plus side, the settings are fun and awash in a riot of color.

Camera Angles





Backstage Assault never takes place in a ring. The bathrooms and other locales are fairly large, so the camera occasionally switches to an awkward bird's-eye view when the fighters are far apart.

Ringside

Wrestling is about fighting, and it's also about presentation. To keep the big production a spectacle that you'd want to keep watching, both games focus on options and glitz galore.





Wrestler Intros



The WWF's wrestlers know how to make an entrance, and No Mercy includes all of their theme music, posturing and Titantron videos. WWF fans will find the theatrics they're looking for, including Too Cool and Rikishi's victory dance.

Game Options



If you pause the game, you can tweak features, like cameras and the Attitude Meter, which will allow you to pull off a special move when the gauge tops out. Before a non-title match, you can set the rules of winning and enable bloodshed.





Wrestler Intros



Since none of the game takes place in the ring, Backstage Assault doesn't include the showy intros. What it does have for purists that No Mercy doesn't offer is a seamless running commentary that's spot-on and hilarious.

Game Options



Though the action takes place backstage, some rules still apply, and you can modify them. Backstage Assault's Options menu allows you to set time limits and settle grudges with KOs, submissions and "First Blood."

Create A Star

No Mercy boasts more looks and outfits for your personalized wrestler, but both games give you the freedom you need to engineer the perfect fighting machine.



Buy and Build



No Mercy's Edit Character Mode lets you get down to the nitty-gritty. How your character looks, acts, fights, stands, dresses, enters the arena and reacts to blood are just some of the many micro-management aspects.



Make Your Own



Backstage Assault's Create-a-Superstar Mode is based on a point system. Moves and abilities have point values, and you must have enough points to acquire the attributes.

Hardcore

Wrestling with weapons is the basis of EA's Backstage Assault. In THQ's No Mercy, the Hardcore Match is just one mode among many hand-to-hand modes of combat.



To the Core



In Hardcore Mode, weapons like Al Snow's Head, cheese, the Dudley Boyz' broken tables and clubs wrapped in barbed wire can be at your disposal. Even in other modes, you can find a weapon in the audience.

Bash of the Titans



Backstage Assault is big on unpredictability. In the Hardcore Gauntlet, you'll unlock new arenas, like the media room and locker room, stocked with outrageous makeshift weapons.

Anything's a Weapon



Though you can change any nontitle No Mercy match into a Hardcore bout, Backstage Assault has more weapons. If it isn't nailed down, you can pick it up and wield it.

Unlocked

The spoils of war come in the form of special moves and characters that you must earn.



Bonus Brawlers



As you win matches, you can unlock hidden heroes like Andre the Giant. For other characters like Shawn Michaels, Ken Shamrock and Earl Hebner, you must rake in enough dough by winning title matches.



Style Points



Backstage Assault heaves out tons of characters and moves to unlock. Every little thing you do in battle can open them. A high score, which is based on the variety of weapons and moves you use, often does it.

Play To Win

The bells and whistles are just icing. It's the fighting that makes the game, and both slamfests feature signature moves and easy-to-use controls.

Full of Attitude






In No Mercy, the pedigreed Attitude Meter fills up when the crowd is on your side. By opening a can of whup-attitude, busting out moves aplenty and taunting your enemy like a playground bully, you'll fill up your Attitude Meter. When it's maxed out, grapple your rival then move the Control Stick to unleash your wrestler's devastating trademark move.

OK to KO







WCW encourages weapon use, including a scenario in which you set your opponents on fire by clubbing them with a two-by-four you've lit. The game still conveys wrestling sensibilities, since objects in corners double as turnbuckles and boundaries (like stacks of tires) are often bouncy like ropes in the ring. You can pin your foe, too, but a KO by a weapon earns more points.

The Champion

If you're still having trouble grappling with this season's two wrestling games, maybe NP's resident wrestling game fans can help you pin down a pick.

Andy Hartpence

I give EA credit for trying something new, but Backstage Assault just can't compete with No Mercy. The WCW game is fun for a while, but it doesn't take long for the shock value to fade. No Mercy outclasses Backstage Assault in every category.



Brian Jones

No contest—WWF's superior graphics and variety beat WCW. Although WCW's hardcore action is shocking and gives you the cool ability to light your opponent on fire, it's no match for WWF No Mercy. And that's the bottom line, 'cause Stone Cold said so!



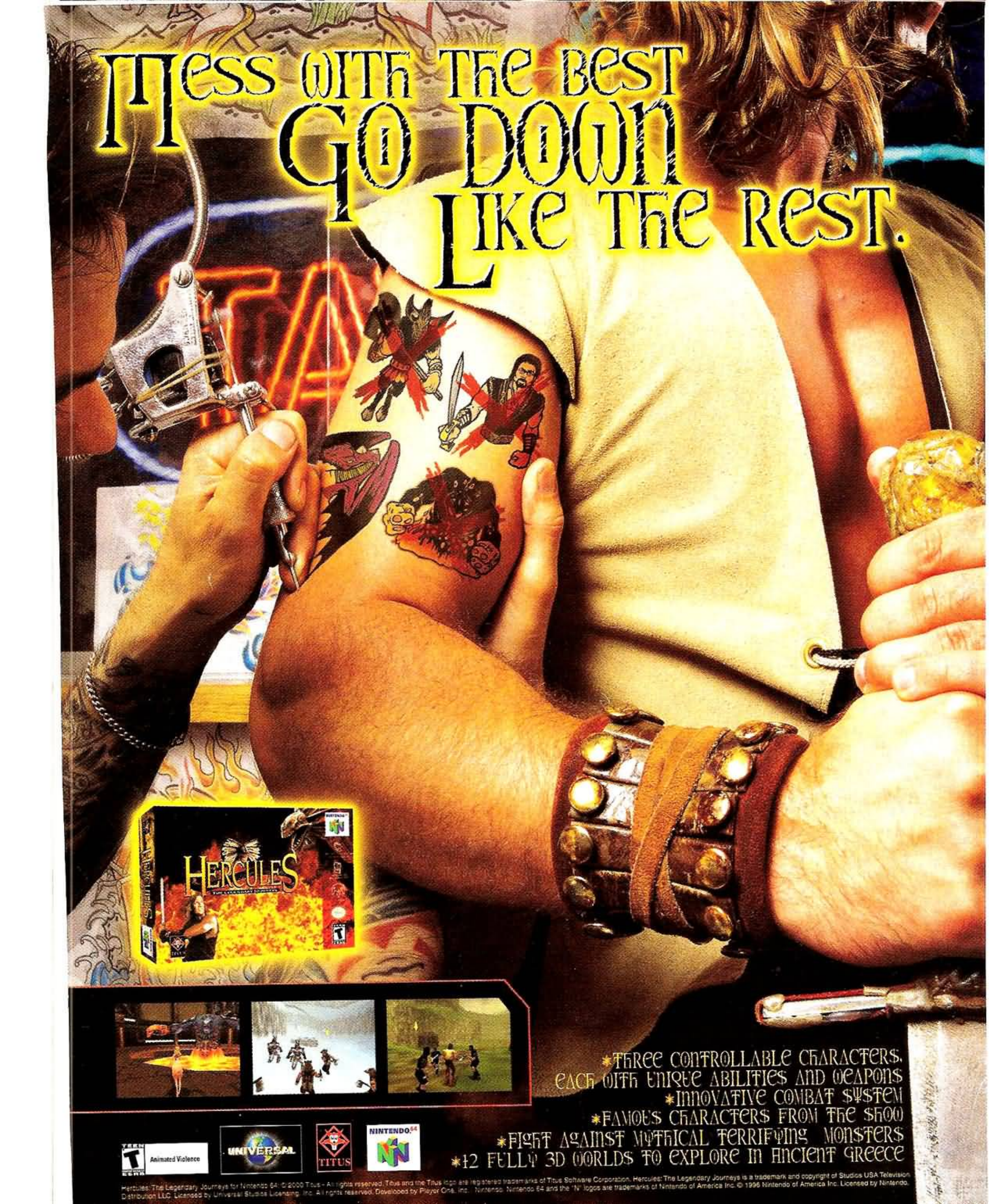
Jason Leung

WCW Backstage Assault's gimmickry is over-the-top, but as The Rock says, "It doesn't matter!" WWF No Mercy is simply more fun, varied and refined. It's about time a Ladder Match was added to a wrestling game, and THQ has made it as frantic as it is on TV.



Know Your Role

At NP, WWF No Mercy is the People's Champ. WCW Backstage Assault may look like a one-note, 90-pound weakling by comparison, but its shock value shtick is at least worth a look. Hands down, No Mercy handles better and offers more ways to play and have fun, but Backstage Assault might still please WCW fans with its snarling take on the sport.

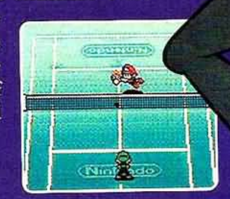

MESS WITH THE BEST
GO DOWN
LIKE THE REST.
HERCULES
*THREE CONTROLLABLE CHARACTERS, EACH WITH UNIQUE ABILITIES AND WEAPONS
*INNOVATIVE COMBAT SYSTEM
*FAMOUS CHARACTERS FROM THE SHOW
*FIGHT AGAINST MYTHICAL TERRIFYING MONSTERS
*12 FULLY 3D WORLDS TO EXPLORE IN ANCIENT GREECE
TEEN
Animated Violence
UNIVERSAL
TITUS
NINTENDO.64
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MARIO TENNIS™

Fresh from his smashing tennis success on the N64, Mario is taking his racket on the road for Mario Tennis on Game Boy Color. Published by Nintendo and developed by Camelot, the creators of Mario Golf and Mario Tennis for the N64, the new portable sports Pak has all the makings of a major hit!

Tennis Fun for Everyone!

Whether you want to challenge a pal to a friendly Game Link match or you're ready to embark on a grand-slam tennis career, Mario Tennis invites you to serve, volley and smash through a full-featured tennis experience. Exhibition matches allow you to plug in and play with customized characters and Nintendo stars while Mario Tour Mode gives you the chance to build your skills from the ground up and rise to the ranks of the tennis elite. Both modes feature singles and doubles action.







Bubba Harris
TEAM REDLINE
Matt Hadan
Pat Miller
Adam Strieby
Clarence Perry
Join The
REDLINE REVOLUTION
Matt
"THE DIESEL"
Hadan Did.
REDLINE
www.redlinebicycles.com/npower.asp
PROLINE TEAM 20"
ALLOY XL PRO FRAME
3-PIECE CHROMOLY U.S. MADE
FLIGHT CRANKS - 180mm
FLIGHT HUBS
FLIGHT STEM
FLIGHT CHAINWHEEL
FLIGHT SADDLE
CPSC Equipment included but not shown.
KOOL STOP
ATI
FLICK TRIX
NINTENDO POWER

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



AT EASE, SOLDIER!

Ten hut, jarhead! If you want to be in Sarge's platoon, then you'll have to be the best of the best. The members of the plastic army are not without pity, however. If you're having trouble taking out those terrible Tans, enjoy a bit of shore leave with our massive list of level passwords. Oh, and while you're at it, check out the cheat codes we intercepted. All codes are entered in at the code screen—easily accessible from the main menu.

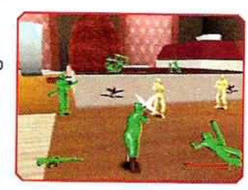
MANY MINIS

We know Army Men are supposed to be small, but this is ridiculous! If a two-ounce gun is still too much to handle, punch in the code DRVLLVSMM to see the world from an ant's perspective.



PLAY WITH PLASTRO

The Tan menace of General Plastro has laid waste to all that is good and pure in life. Of course, he's not bad, he's just molded that way. Input PLSTRLVSVG to take up arms as the portly protagonist.



VICKI'S VICTORY

Vicki Grimm is already a playable character in some areas, but why not splurge when you can? Try the code GRNGRLRX to control Miss Grimm in any level you choose.



I'M SO SHINY!

Using the code TNMN will leave your soldier with a sparkling silver sheen. Though the result looks like the body armor found in the game, you won't receive any extra protection.



LEVEL	PASSWORD
LEVEL 2—BRIDGE	FLLNGDWN
LEVEL 3—FRIDGE	GTMLK
LEVEL 4—FREEZER	CHLLBB
LEVEL 5—INSIDE WALL	CLSNGN
LEVEL 6—GRAVEYARD	DGTHS
LEVEL 7—CASTLE	RNKNSTN
LEVEL 8—TAN BASE	BDBZ
LEVEL 9—REVENGE	LBBCK
LEVEL 10—DESK	DSKJB
LEVEL 11—BED	GTSLP
LEVEL 12—BLUE TOWN	SMLLVLL
LEVEL 13—CASHIER	CHRGT
LEVEL 14—TRAIN	NTBRT
LEVEL 15—ROCKETS	RDGLR
LEVEL 16—POOL TABLE	FSTNLS
LEVEL 17—PINBALL	WHSWZRD

For more top secrets, infiltrate our Code

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER



A BLITZ CODE BLITZKRIEG



Last month we gave you an entire page of codes for Blitz 2001, and now we're back with even more. Be aware, however, that there are two different kinds. The names are entered at the main menu screen after you choose an Arcade match and select New. Codes that are made up of three numbers and a direction are entered after you've selected your team. The numbers correspond to the number of times you must press the buttons while your game is loading. For example, to use the Lights Out code, press the Z Button five times, B three times, A four times and then Down on your Control Pad.



HEY YOU, WRONG GAME!

He can't shoot lighting from his hands or deliver a devastating roundhouse, but at least they let him keep the hat. To play as Raiden from Mortal Kombat, just enter the name RAIDEN when it says "Enter Name for Record Keeping."





WHY'D YOU BRING HIM?

It seems that Raiden felt a little out of place in the bruising world of Blitz, so he's brought a buddy along for company. Enter your name as SHINOK to play as Mortal Kombat's ultra-nasty demon.



THAT'S USING YOUR NOODLE

Next time someone tells you that all that helmet-crunching destroys brain cells, give him a look at Mr. Einstein here. Make BRAIN your name to play as the smartest fellow around. He doesn't even need a helmet!



SCARY, SCARY

At least he doesn't have to worry about hair getting in his eyes in the middle of the big game. Make your moniker SKULL to give opponents a grin to die for. The name codes are more effective if used in conjunction with the Huge Heads code, reprinted below.



Z	B	A	PAD	RESULT
5	0	0	←	TURN OFF STADIUM
5	3	4	↓	LIGHTS OUT
0	0	1	→	SHOW PUNT HANG METER
1	0	0	↑	USE TEAM PLAYS
3	1	0	→	TEAM TINY PLAYERS
5	0	1	↑	OLD DAY STADIUM
5	0	2	↑	OLD NIGHT STADIUM
5	0	2	←	BASEBALL STADIUM
5	0	3	↑	OLD SNOW STADIUM
3	0	0	↑	GRASS FIELD
3	0	1	↑	ASPHALT FIELD
3	0	2	↑	DIRT FIELD
3	0	3	↑	ASTROTURF FIELD
0	3	0	↓	SNOW FIELD
3	0	4	↑	FOG ON
2	2	2	←	ALWAYS QUARTERBACK
2	2	2	→	ALWAYS RECEIVER
0	4	0	↑	HUGE HEADS



A LEAGUE OF THEIR OWN

Pokémon Puzzle League is taking the gaming world by storm, and now you can be the first on your block to cheat it and beat it. The codes below will open up hidden Trainers, allow you to modify certain settings, and open up difficulty modes so tough they made Ash break down and weep like a baby. A big thank-you to the clever reader who sent the codes our way.



Go to the first game setting screen, then hold the Z Button and tap L, L, A and then B to unlock the Very Hard Mode.



If you're feeling peckish, head for the game setting screen, hold the Z Button and press R, L, A and then B to unlock Super Hard Mode.

FAST AS YOU CAN

For most of us, the 50 setting in the Speed Marathon section of Pokémon Puzzle League is more than enough. If, however, you're one of those folks who like a challenge, go to the title screen, hold the Z Button and press B, A, L and then L. You'll be able to set speeds as high as 99.



TRAINER TIME

The two-player League fun has never quite seemed complete. Maybe it's because of those four human-shaped shadows with huge question marks where their faces should be. Grab a buddy and simultaneously hold L+R+Z on both Controllers. You'll gain access to the four hidden Trainers.





FEEL THE RUSH

It turns out the cheats in Rush 2049 are so secret, there's a code just to open the menu. Once you've unlocked the cheat menu you'll see a whole range of auto options. Our crack code team has gone without sleep for weeks to find these few nuggets, but we know there are more—so if you track any down, send 'em our way! Note: The code to open the menu is entered while highlighting "Options" at the main menu, the others by highlighting that option in the cheat menu and inputting the code.



CHEAT	CODE
OPEN THE CHEAT MENU	HOLD L + R + ▲ + ▶, THEN TAP Z
INVINCIBILITY	PRESS ▶, L, R, R, L, THEN HOLD ◀ + ▼ + Z
BRAKES	PRESS ▼, ▼, L + R + ▲, ▲, ▲, THEN HOLD L + R + ▼
ALL PARTS	HOLD L + R AND TAP Z. RELEASE, THEN PRESS ▼, ▲, ◀, ▶. FINALLY, HOLD L + R AND TAP Z.
INVISIBLE CAR	PRESS ▲, ▼, ◀, ▶, L, R THEN Z

 Your secret's safe with us. Send your codes to

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑  BIG CHEAT  WACKY  HOT  JUST FOR FUN  SENT BY READER



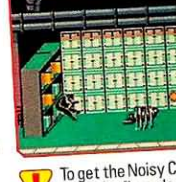


I CAN SEE MY HOUSE FROM HERE!

We thought that the Men in Black were supposed to track down alien life-forms. Imagine our surprise when we found out that they were aliens themselves! Don't believe us? Then answer one thing: Why can they fly? To see MIB's airborne agents for yourselves, get familiar with the code below. Oh, and we're also giving you access to the biggest little gun around, the Noisy Cricket.



Enter the password 0601—you'll get an error message. Start playing, and hold Select+Up to fly.



To get the Noisy Cricket, input the fly code then hold Select+A. Now that's a big old burst of alien love.

POWER Quest

MORE MONEY MEANS MORE MUSCLE

Remember Power Quest? It holds the distinction of being one of the only games in memory with a pair of robots duking it out on the school playground. But why spend time and effort collecting cash when you can start off with almost a million dollars right away? Use the code below, then go buy yourself something nice.

CASH, PLEASE

Go to the password screen and enter the following sequence: 1-R-7-5-F-L-V-D-F-K-V-C. You'll get enough moolah to buy your robot all kinds of lasers, shields and other fun toys—or you can just head for the arcade and blow it all on air hockey.



EA SPORTS MADDEN NFL 2000

FOOTBALL FEVER

With the release of the bone-crunching Madden 2001 for N64, we thought we'd heard the last of its little brother, Madden 2000. But then a reader sent us a list of codes so intense, so funny, so utterly cool, that we just had to break it open and spread the wealth. Enjoy!



We've got Madden all wrapped up. To play as an entire team of mummies, enter in the code YOMUMMY at the code screen.

WHEN IN ROME

Brutus, seize her! And seize her salad! Romans didn't play football, but here they are, funny hats and all. Input WESALUTEYOU for a team of groovy gladiators.



CODE	RESULT
WOOGIEWOOGIE	ELECTRIC SIDELINES
FRACORAS	DEFENSIVE SCORING
PANCAKE	SUGARBUZZ TEAM
BETHEBALL	BALL CAMERA VIEW
REAGANOMICS	ALL '80s TEAM
FLYPAPER	PLAYERS CATCH BETTER
GREASEDPIG	DIFFICULT TO TACKLE
WASTELAND	SALVAGE FIELD STADIUM

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

SURVIVE IT ON GAME BOY™ COLOR



SIX PLAYABLE CHARACTERS

PLAY AS ALADAR, ZINI, PLIO, SURI, EEMA THE STYRACOSAUR OR URL THE ANKYLOSAUR.



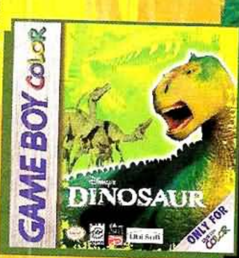
THRILLING ACTION

JUMP, SWING, RUN, CLIMB, PULVERIZE ROCKS - USE URLS SPINNING ATTACK TO WIPE OUT THOSE VICIOUS VELICORAPTORS.



27 UNTAMED LEVELS

SURVIVE RACING LAVA FILLED RIVERS, PERILOUS MOUNTAIN CLIFFS, BARREN DESERTS, AND INTENSE BATTLES AGAINST GIGANTIC CARNOTAURS.



Disney's DINOSAUR











GO FOR THE GOLD ON GAME BOY COLOR
GOLD AND GLORY
THE ROAD TO
EL DORADO
TM
Run, jump, use a sword, crawl, hang — even ride Altivo the Horse!
Fight Spanish soldiers, Native warriors, giant panthers, wild boars, bulls, rhinos & the deadly Circle of Fire!
2 Playable Characters — Play as Tulio or Miguel in your quest for the gold.
GO FOR THE GOLD in 20 huge levels — escape from Spanish soldiers, explore swamps & rainforests, speed through mine shafts, and defeat deadly Native traps. Many will travel the Road to El Dorado, but few will reach the legendary lost city of gold.
GAME BOY COLOR
THE ROAD TO
EL DORADO
ONLY FOR GAME BOY COLOR
EVERYONE
E
CONTENT RATED BY
ESRB
LSP
Ubi Soft
ENTERTAINMENT
DREAMWORKS
GAME BOY
COLOR



SECRET AGENT MAN

Each level has a number of objectives you must complete, and new ones will sometimes be added as you progress. The objectives will also differ based on which difficulty setting you choose. Agent level objectives are shown in white type, while Super Agent and 007 level missions show up in green. Note that Super Agent and 007 levels have the same objectives, but 007 has no auto-aim.

Combat Tactics

Don't run straight down a hallway. Hug the wall and turn to a 45-degree angle so you can spot a waiting ambush.

Guards will often wait on both sides of a hallway. Hug the wall and check around one corner, then switch sides and repeat.

Kicking open a door is a sure way to receive a nasty surprise. Open doors from the side to avoid a terrorist's 12-gauge welcome.

NP: HOW IT RATES
Rated Teen by the ESRB for heavy gunplay and realistic—yet bloodless—violence, The World Is Not Enough has been deemed inappropriate for anyone under 13.

TEEN T CONTENT RATED BY ESRB

KING'S RANSOM

LEVEL 2

Since we showed Level 1 in volume 136, we're jumping right into Level 2. There are a number of objectives, and while you can complete them in any order you choose, we're showing the order we've found to be the most effective.

OBJECTIVES • = Agent • = 007

• Protect all primary MI-6 personnel • Avoid civilian and security guard casualties • Activate Third Floor Lockdown • Rescue M from the terrorists and escort her to safety in the Security Center • Manually activate sprinklers in lobby • Activate Ground Floor Lockdown • Escort Dr. Warmflash to injured people • Find Sir Robert King • Go to Q Division



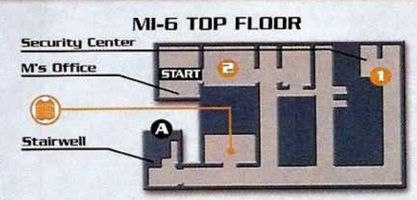
1 Terrorists have invaded MI-6, and they're literally crawling in through the windows. When the attack begins, hightail it to the Security Center and use the red computer screen to drop armored window shades.



2 Once the floor is secure, eliminate stray enemies then return to M and escort her to the Security Center. Run ahead and take out any additional terrorists—if you stay too close to M, she'll be in the line of fire.



3 Head downstairs and locate the sprinkler system control. You'll find it by taking the first possible right, another right, then a left. It will douse burning fires, allowing James access to the entire floor.





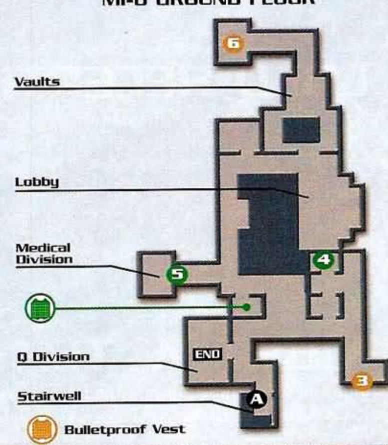
4 Lock down the second floor to keep the terrorists out in the cold. Keep an eye out for computers and fire extinguishers—they explode when hit, which can be useful as long as you're not standing too close.



5 When you first enter the vault, you'll find injured guards. Go back to the Medical Division and find Dr. Warmflash, then escort her to the vault. Be aware, however, that the good doc moves really slowly.



6 At the far end of the vault you'll find Robert King. He's been mortally wounded, but he manages to give you a parting piece of advice. Listen to his words, then make for Q Division and the end of the level.



THAMES CHASE

LEVEL 3

Run through the narrow alleys of London as you pursue a female assassin. You're under a strict time limit, so you'll need to move quickly. Be sure to rescue any hostages you encounter and keep an eye out for rooftop snipers.

OBJECTIVES • Pursue but do not kill the assassin • Rescue the hostages • Enter the Subway Tunnel



The terrorists in Level 3 are well armored, and it takes a lot of shots to bring them down. As you make your way through the streets, look for barrels that explode with only a couple of well-placed shots.



The Sniper Rifle is a great weapon, but it can be slow and clunky to aim. Save it for rooftop snipers or rescuing hostages. Hostage situations are the only occasions that call for you to move slowly.



Once you reach the first warehouse, take out the guard then peek around the boxes. You'll see a door on the second level. Terrorists are about to come bursting through, so ruin their day with some well-placed gunfire.



As you make your way through the level, you'll enter a second warehouse. Look on the ceiling for a yellow-and-black striped beam. Your Grappling Watch can attach to it, so use it to continue the pursuit.



Time runs short near the end of the level. Don't worry about eliminating every guard you encounter—just keep running and shooting until you see the subway entrance. Once you duck inside, the level is complete.

UNDERGROUND UPRISING

LEVEL 4

Watch out, James, there's a land mine in the loo! Make your way through the subway, rescue all the hostages and diffuse the bathroom bomb, or some unsuspecting commuter will be in for a nasty surprise.

OBJECTIVES

- Avoid civilian casualties
- Pursue but do not eliminate the female assassin
- Rescue the Hostages
- Defuse the terrorist bomb
- Make your way up to the balloon

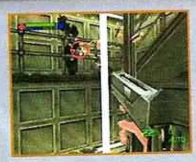




Time may not be on your side, but Stun Grenades are. Use the palm-sized powerhouses to take out large groups of enemies. Aim to the side if there are hostages nearby—a direct hit is bad news for rush hour rail riders.



You'll find the bomb in a stall in the men's bathroom. Use R's diffusing device on it, but be wary. You must activate the Disposal Kit in short bursts, or your heavy-handed tampering will cause the bomb to explode.



Once the bomb is safe, head for the subway stairs. Watch for terrorists as you make your way up and keep an eye open for the yellow-and-black grappling hook attach points—they'll speed up your journey considerably.

COLD RECEPTION

LEVEL 5

Fights on skis are a staple of Bond films, so use your snow-bound savvy to outwit the enemies. You'll need to slow down around the fuel dumps, but otherwise maintain a high rate of speed or you'll be iced.

OBJECTIVES

- Draw terrorists away from Elektra
- Destroy Fuel Dump #1
- Destroy Fuel Dump #2
- Get to the bottom of the peak



You'll never take out every enemy, so just zip through the level and shoot what you can. You will encounter two road forks on your journey. Bear to the left both times to discover a much-needed pair of flak jackets.



Find the two fuel dumps—they resemble guard towers with barrels at the bottom—then slow down and shoot the barrels. Always keep your weapon loaded, or you might shoot air instead.

NIGHT WATCH

LEVEL 6

Caution and stealth must be your watchwords as you make your way across the darkened grounds of a high-security villa. You'll need to tap phones, photograph evidence and break into a car—all without harming a single guard.

OBJECTIVES

- Avoid any casualties
- Avoid alerting Gabor and Davidov
- Find telephones and plant wiretaps
- Photograph documents showing Davidov is a traitor
- Get in back of Davidov's Car



Most of the phones you're required to tap are found inside nearby buildings. But if you're playing on Secret Agent level or above, be sure to tap the phone in your bedroom at the start of the level. It will save you hours of frustrated hair pulling.



Q Division has managed to secure a pair of groovy glasses for Bond's sneaking enjoyment. The X-ray specs allow you to see through hedges, doors and even walls. Since you must not alert guards to your presence, the goggles are particularly useful.



Here's a trick that will make Level 6 much easier. When Bond uses his Stun Watch, he also punches simultaneously. If you stun a guard while close enough to punch him, he will go down after three or four hits—and it doesn't count against the objectives!





The final evidence is in Davidov's office. He will approach as you enter, so photograph papers on both desks, tap the phone and hide outside. Wear the X-ray glasses to see him through the wall.

MIDNIGHT DEPARTURE

LEVEL 7

Hitching a ride in a hatchback isn't quite Bond's style, but it will do in a pinch. You'll find lots of weapons with scopes lying around the Russian Airfield, so move slowly and check for enemies around every corner.

OBJECTIVES

- Avoid civilian casualties
- Find Dr. Arkov's ID Badge
- Find the item to bribe pilot
- Eliminate Davidov and get his cell phone
- Get the controller to land the plane



1 R's Night Vision Goggles are a lifesaver, as they allow you to slice through the murk and pick out distant enemies, whom you can then handle with a sniper rifle. Be sure to shoot all the radios, or guards will sound the alarm.

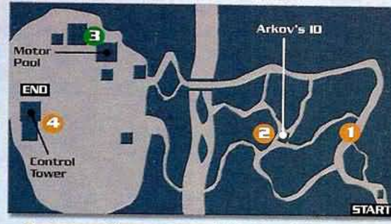


2 You'll find Arkov's badge inside a small wooden shack. The badge is on a table next to a radio. Shoot the radio before grabbing the badge, because a guard could shoot it while you're standing next to it.



3 You'll need to secure a gym bag full of stylish sneakers to bribe the transport plane's pilot. The bag can be found either in the back of a jeep in the motor pool or inside the nearby airplane hangar.

SOVIET AIRFIELD





4 If Davidov eludes you, you can track him down inside the control tower. Eliminate him, take his cell phone, then instruct the poor air traffic controller to land the plane. Gently, Mr. Bond, no need to harm civilians.

MASQUERADE

LEVEL 8

Once you've secured your disguise, infiltrate the missile silo and find out what the terrorists are up to. Keep your gun holstered—you'll want to play the passive scientist as long as possible.

OBJECTIVES

- Avoid innocent casualties
- Christmas must survive
- Infiltrate the Facility
- Escape from the Blast Pit
- Pick up the Locator Card
- Escape from the Facility



Once your cover is blown, you'll find yourself inside a deep blast pit. Take out the enemy guards around the rim of the pit, then use the all-purpose Grappling Watch to hoist yourself to freedom.



There's a Locator Card you'll need to grab down one of the hallways. Once Renard sets off his bomb, run back down the hallway and jump onto the yellow-and-black bar to be carried to freedom.

CITY OF WALKWAYS I

LEVEL 9

Caviar may be the food of the rich and famous, but it provides lousy cover in a firefight. Mr. Bond is hopelessly outgunned in Level 9—your only hope is to run and gun your way through.

OBJECTIVES

- Locate Zukovsky
- Keep Christmas Jones alive
- Do not eliminate your allies
- Use the Covert Modem on the computer



First things first—sneak into Zukovsky's office and convince him to aid you. Once you've secured his assistance, be sure not to shoot the bodyguards, who are dressed in natty suits.



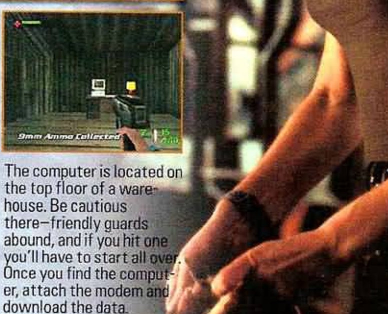
Once again, Q Division comes through in a pinch. Fog prevents you from seeing many distant enemies, so use the Night Vision Goggles and tread carefully. A good strategy is to find a hiding spot and survey the area from there.



If you try to snipe guards bearing grenade launchers, you'll never make it. Once you see a heavily armed guard, just run straight for him with guns blazing. It's messy, but you don't have any long-range weapons to even the odds.



The computer is located on the top floor of a warehouse. Be cautious there—friendly guards abound, and if you hit one you'll have to start all over. Once you find the computer, attach the modem and download the data.



CITY OF WALKWAYS II

LEVEL 10

Renard is so upset that you keep foiling his plans, he's called in hueys with large buzz saws to turn you into toothpicks. The bladed beasts are easily avoided, but a final attack helicopter will need to be dealt with, Bond-style.

OBJECTIVES • Return to Zukovsky • Collect equipment from Zukovsky's car • Destroy the Attack helicopter with the AT420 Sentinel • Do not eliminate your allies



Ammo is plentiful in Level 10, so don't be afraid to blast away. Just be sure to aim for the dockworkers in T-shirts and stocking caps. If an armed man is wearing a suit, he's a friendly bodyguard.



Once again, using Night Vision Goggles is the only way to go. Cowardly terrorists will stand atop buildings and launch grenade rounds at you, so lay their plans at nines with a couple of well-placed KA-57 shots.



A buzz saw helicopter will cut off the sidewall of your starting place, and there's another one waiting just behind the drawbridge. When you encounter saw-armed choppers, run back inside until they fly off.



Choppers have sliced the bridge into pieces. It's possible to jump from section to section, but you can just bypass the whole mess and run along the tanks underneath. Watch for sniper fire from above.



Grab the AT420 from the trunk of the car, then wait under the dock until you see an attack chopper overhead. Use Tracking Missiles and keep your weapon pointed at the huey. You can return to the trunk for more ammo as often as you like.

TURNCOAT

LEVEL 11

Fair warning, super spies: Level 11 is really, really tough. Not only do you have to leap buildings, fight armies of well-armed men and rescue hostages, you have an insanely short time limit. If you're having trouble, don't get frustrated. Learn where the terrorists like to hide and keep trying.



OBJECTIVES • Christmas must survive • Avoid innocent casualties • Pursue Bullion - Do not let him get away • Rescue the hostages



1

You begin the level unarmed, but there's a Wolfram located atop the ladder just around the first corner. It will cost precious seconds to retrieve it, but you'll find that it's well worth the sacrifice.



2

You can use a sniper rifle to pick off hostage guards, but it's slow. Be aware that hostages aren't very bright and tend to run right into your line of fire. Also, hostages can be shot even after you've freed them, which is frustrating.



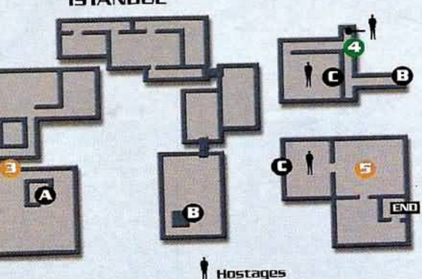
3

Once you reach the rooftops, you'll have to leap from building to building, and that's tough when you can't see your feet. If you fall, you can climb up and try again, but you're better off just starting the level again.



4

Once you're done leaping buildings, you'll find yourself in a crowded market. Try to pick off the guards as fast as possible and watch out for innocent hostages. If R tells you to hurry up, you're almost out of time.





5

The level's exit is up a set of stairs flush with the same wall you used to enter the last room. It can be easy to miss, especially when you're stressed, so spin quickly and run like mad.

FALLEN ANGEL
LEVEL 12

Once you've made it through the maddening conundrum that is Level 11, Level 12 seems like a stroll in the park. No time limits, no crazy jumping, just a good old-fashioned shootout. Now that's the Bond we know and love.

OBJECTIVES
- Do not eliminate your allies
- Open the security door with the scanned fingerprint from Bullion
- Rescue M at all costs • Stop Elektra from warning Renard



Once you get your hands on a rifle with a scope, use it to take out baddies from the front deck of the villa. Don't forget to look for enemies on the two boats in a small lake. They can be easy to miss.



Bullion, the traitorous chauffeur, can be found at the far end of the dock by the boats. Once you get his fingerprints, a team of terrorists will rush you from behind. Make sure you're ready to engage in some serious gunplay.



A small hallway awaits behind the security door. Look up to see two security cameras. Shoot them both and continue on, otherwise you'll be trapped in a room with poison gas. If that happens, escape with the Grappling Watch.



A SINKING FEELING
LEVEL 13

You're almost to the end of the line, but you still must sneak aboard a massive submarine unnoticed. Once inside, you'll need to locate Miss Jones and scuttle the sub. Just an average day in the life of Britain's greatest spy.

OBJECTIVES
- Board the submarine • Locate and rescue Christmas unharmed • Place Christmas in the front Mine Room
- Gain access to the control room - Destroy Controls • Avoid crew casualties



1 You can spend a lot of time and effort taking out the guards on the submarine dock, or you can just run to the end of the sub, dive in the water, then crawl onto the sub's tail and head for the conning tower. The choice is yours.



2 Once you make it inside the submarine, you'll be forced to climb down a tight, claustrophobic tunnel. Be sure to blast the guard directly underneath you. A silenced pistol is the best tool for that job.



3 Make your way from the back of the sub to the front, keeping an eye out for extra ammo. There are a few naval officers still on board, so be sure not to shoot the blue-clad sea dogs. They're just caught in the crossfire.

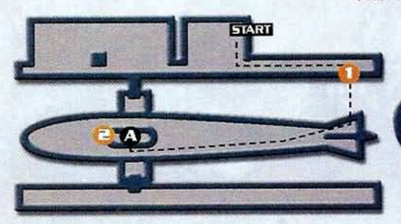


4 When you find Dr. Jones, don't get too close to her. If you get close, she'll follow you around, which means she's likely to get shot. Clear the sub first, then come back for her.



5 Once Dr. Jones is safely stowed in the sub's mine room, return to the control room and sabotage the controls by opening fire on everything in sight. You'll scuttle the sub and set up a final confrontation between Bond and Renard.

VICTOR-3 CLASS SUBMARINE



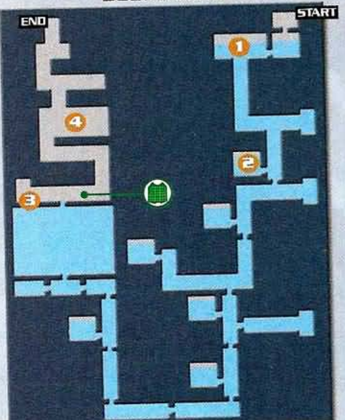


MELTDOWN

LEVEL 14

Sinking the sub was a great plan, except that Bond and Christmas are trapped inside with a madman. You'll need to swim to the reactor core, stop Renard and escape with Dr. Jones. The map below is a 2-D representation of a 3-D environment—since the sub is actually on its side—so it might take you a trip or two through it before you get oriented.

SUBMARINE



OBJECTIVES
- Enter the Reactor Chamber
- Eliminate Renard
- Protect Christmas





Keep an eye out for pockets of air as you swim, because you'll need to surface to regain oxygen. The air pockets are marked on the map, and in the game they shimmer with a silver light. Remember the time limit, and don't dawdle.





Use the Grappling Watch to enter the reactor, then take out the guards and look for a red button on the wall. Pressing it will eliminate Renard, but it will also cause the sub to flood. Use your hook again to grapple your way to sweet freedom.

MULTIPLAYER

The multiplayer mode in The World Is Not Enough is as deep and varied as you could want. With six different scenarios and 14 unique levels–including a battle on a sky rail and a Turkish city with high-rise sniper positions–you'll be competing against friends for a long time to come. You begin with the ability to play as characters like Bond and Moneypenny, but you can also unlock classic movie villains like Jaws and Oddjob.



It's single-player fun in a multiplayer world. You can customize stats to your liking, including boosting health meters and toggling the radar on and off. Watch for clever AI who'll take you out with a single head shot.



While single-player is fun, you'll need to round up buddies before multiplayer really shines. EA was thoughtful enough to include options to split the screen both vertically and horizontally.

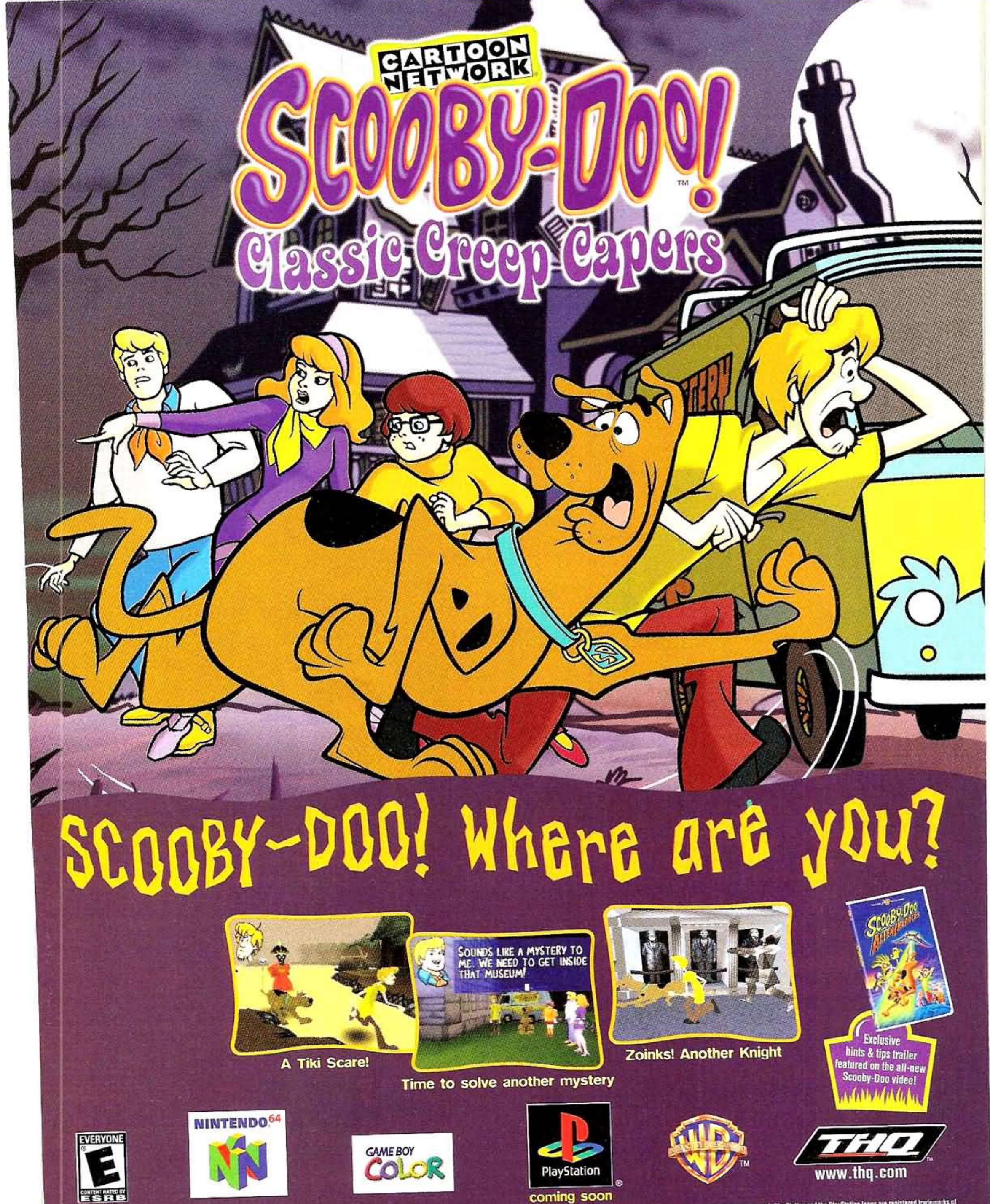


The four-player mode is surprisingly smooth and easy to see, even when you're fighting in close quarters. Fans of long-range warfare will be especially happy, as some levels are custom-made for sniper rifle mayhem.



The End of the World

The World Is Not Enough has tight game play, full voice-overs, a compelling storyline and nearly flawless graphics. In addition, the 007 level will prove to be a challenge even for seasoned gamers—a triumph in itself. So hurry up, Mr. Bond, you've got a world to save!



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READY 2 RUMBLE BOXING™ ROUND 2

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TEEN T CONTENT RATED BY ESRB

NP: HOW IT RATES

This game has been rated Teen by the ESRB because of intense, exaggerated fighting sequences and is not intended for anyone younger than 13.

Last year, N64 gamers were knocked out by the frenzied game play and outlandish cast of characters in Ready 2 Rumble. This year, Midway hopes to deliver another knockout with the release of a sequel that features more action, more boxers and a few hilarious, unexpected cameos.



A SMASHING SUCCESS

After a few minutes of playing Ready 2 Rumble, you'll know why it became such an immediate winner. The colorful characters are reminiscent of the '80s classic Punch-Out!!, and the tricky combo moves rival those of the best fighting games. Now R2R's sequel takes boxing to another wild level.

PACKING A FEW PUNCHES

Expanding one of the wackiest, most popular boxing games ever made for a home entertainment system seems like an impossible task. But R2R Boxing Round 2 manages to bring more insanity and features that improve the game's replay value. Innovative multiplayer modes and Rumble Flurries are just some of the upgrades. And there are new bruisers to take down for the first time. To defeat the monsters, you'll need to know as much about them as possible.



JOHNNY "BAD" BLOOD

Following in his brother's footsteps, Johnny has decided to drop his life as a sheepherder and step into the ring. His muscular build makes him an instant force, and his amazing wingspan gives him the longest reach in the game. Don't be surprised if you get whacked from what seems like a safe distance when facing Johnny. His speed and strength make him a tough competitor.

HEIGHT: 6′ 2″
REACH: 87″
SPECIAL: Back, Back, Forward + ◀
COMBO: Down-Forward + ▲, ◀

MAMA TUA

Knocking down Mama Tua is about as easy as bagging a wild elephant with your bare hands. At an immovable 400 pounds, she can withstand a flurry of punches without budging an inch. But remember, the bigger they are, the harder they fall. Mama is slow, and a couple of effective combos could send her tumbling to the mat. Once she's down, it's a wonder how she'll get back up.

HEIGHT: 6′ 0″
REACH: 77″
SPECIAL: Forward, Forward + ▲
COMBO: ◀, ◀

JOEY T.

A former hitman from Italy, Joey T. needs no last name. He's well known for his bad temper. He's tall and strong and likes to pummel his opponents. Expose his big belly by landing several punches to the head, then aim for the gut. His reaction time is slow, so be sure to fire quickly. When controlling him, try pressing back, left C and top C to deliver a devastating blow.

HEIGHT: 6′ 4″
REACH: 79″
SPECIAL: Back, Back, Forward + ▼
COMBO: Up, Down + ▶, ▼, ▲, ▲,

UNLOCKING THE NEW FACES

As is typically the case, you'll have to earn the right to play as one of the new bruisers in R2R2. You must climb the ranks and become a champion if you want to unlock a new character.



The road to ultimate glory is lengthy and turbulent, but once you hone your skills and become a title winner, you'll be rewarded with a new unlocked boxer.



Once you've earned the new character, the real fun begins. Take the champ into the ring and lambaste each and every opponent who dares to challenge you.

RETURNING TO THE RING

The unusual boxers from R2R have returned, complete with style and attitude. Owners of the first game will recognize the unique faces and outrageous outfits displayed below. To prepare for your next bouts, read up on your opponents.

AFRO THUNDER

He's a lean, mean fighting machine who took a brief sabbatical to pursue an acting career in Hollywood. But Afro Thunder is back where he belongs—in the ring. His loud mouth and quick feet make him a tough competitor, but he lacks size and strength. To execute a quick combo of thunder punches, tap left C twice or back, back, top C.

HEIGHT: 5′ 7″
REACH: 70″
SPECIAL: Back, Back, Forward + ▲
COMBO: ◄, ◄, ▲, ▲, ▲

SELENE STRIKE

The tall, lanky lady has a reach most guys envy. Her quick and agile frame makes her an excellent long-range fighter. With enough strength training, Selene could become the top force in the boxing world. She suffered a setback when injured by Mama Tua, but she is more determined than ever to return. For a sharp jab, press forward, forward, top C.

HEIGHT: 6′ 2″
REACH: 80″
SPECIAL: Back, Forward + ►
COMBO: ◄, ►, ▼

BORIS "THE BEAR" KNOKIMOV

A walking billboard, Boris sometimes seems more interested in promoting his personal products than winning in the ring. But don't mistake his misguided energy for a lack of talent. He's tall and strong and very difficult to knock down. He's also a bit of a show-off, with several spin moves in his arsenal. For a powerful punch, tap back, back, top C.

HEIGHT: 6′ 3″
REACH: 73″
SPECIAL: Forward, Back + ▲, ▼
COMBO: ▼, ▲, ▼

BUTCHER BROWN

His infamous punch known as "The Devastator" got him banned from the ring several years ago, and since being reinstated, he hasn't toned down a bit. Butcher is short and stocky, but he can knock you down with one body blow. When fighting against him, try to stay away from his crushing swings. To head-butt, press forward, back, forward, left C.

HEIGHT: 5′ 9″
REACH: 82″
SPECIAL: Back, Forward + ▲
COMBO: Down-Forward + ▲, ▲, ▲

ANGEL "RAGING" RIVERA

The man with the loudest shorts also has the loudest mouth. Angel often show-boats in the middle of the ring, taunting his opponents with flapping arms. But he has substance to go along with his style. He's one of the swiftest fighters around, and he has a dramatic and powerful rumble attack. Still, Angel lacks size and strength and often gets stomped.

HEIGHT: 5′ 9″
REACH: 71″
SPECIAL: Back, Forward + ▲
COMBO: Forward + ◄, ◄, ▼

JET "IRON" CHIN

Jet is a tiny warrior with a surprisingly long wingspan, and he shouldn't be taken lightly. He's nimble and can land several punches consecutively. Jet earned the respect of the other fighters after opening his own boxing school in China. His high-flying martial arts maneuvers can take down any opponent big or small. For a sharp slap, press back, left C, left C.

HEIGHT: 5′ 8″
REACH: 78″
SPECIAL: Forward, Back + ▲
COMBO: Forward + ◄, ◄, ◄

LULU VALENTINE

Don't let the name fool you, this little sweetheart turns vicious when the bell rings. Her trendy, revealing sportswear serves as a welcome distraction to most of her opponents. Lulu is seriously lacking in size and strength, but she's quick and has effective combos. She can move with the best. For a powerful uppercut, press forward, left C, top C.

HEIGHT: 5′ 2″
REACH: 64″
SPECIAL: Back, Back, Forward + ▲
COMBO: ◄, ▲, ►, ►

J.R. FLURRY

If you're looking for a boxer who doesn't excel in any one area but is solid in all aspects of the trade, J.R. is your man. He's quick, strong, average in size, and fearless. As a matter of fact, he's downright arrogant, which is exactly what every coach loves to see in a student. When moving away from an opponent, try pressing back, back, left C.

HEIGHT: 5′ 11″
REACH: 75″
SPECIAL: Back, Forward + ▲
COMBO: Forward + ◄, ▼, ▼, ◄

"BIG" WILLY JOHNSON

Maybe Willy was considered "big" back when he first started fighting decades ago, but at 111 years old, he's scrawny and fragile. Yet nobody can convince the old-school star to hang up the gloves. His style is methodical, and he packs a powerful punch. Quick fighters should dance away from his combos. Don't mess up his hair, or you'll be sorry.

HEIGHT: 5′ 9″
REACH: 72″
SPECIAL: Forward, Forward + ▲
COMBO: ◄, ◄, ▲, ▲

NOWHERE TO GO BUT UP

Whether you're in Tournament, Team Battle or Championship Mode, you'll need to prove yourself in the ring and work your way up the ranks if you want to win titles and unlock characters. New features help to improve R2R2's replay value.

ARCADE MODE



As usual, Arcade Mode is where to learn the controls of the game without the pressure of a meaningful match. Battle the CPU or a friend.

TOURNAMENT



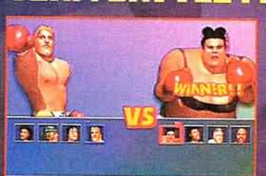
Among the few complaints about R2R were its repetitive nature and lack of multiplayer modes. Thankfully, Tournament Play was added.

Up to eight players can enter the tournament and select one of the available characters. After each match, the loser is eliminated.



If there is an odd number of human players, the CPU will be added to the mix. The tournament continues until a champion is crowned.

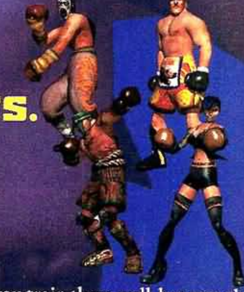
TEAM BATTLE MODE



In another attempt to create a party game within R2R, the Team Battle Mode was concocted. One or two players select a squad of four to eight boxers. Only two fighters battle in the ring at a time, with the winner remaining and the loser exiting. The first crew to wipe out every member of the opposing team wins the contest. It's a perfect game for a large group.



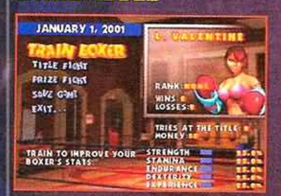
VS.



CHAMPIONSHIP

Once you've gotten your feet wet, you can make the big decision to start your own gym. One by one, unranked fighters will turn to you for help. Not only must you train them well, but you also need to make enough money to stay in business.

UNDERDOGS



Each time you select a fighter, he or she will be unranked. Slowly but surely, your project will win enough to get some recognition.

ONE STEP AT A TIME



Every few weeks, your boxer will get a chance to make your gym look good. Between fights, you'll help your budding star improve.

EYE OF THE TIGER?



Don't think that the game is all about romping in the ring. Each boxer in your gym must stick to a heavy, balanced workout routine. Use the chart below to determine which exercises will help you build your stats in the five different skill areas. If you earn enough money, you can also take advantage of expensive dietary programs.

STRENGTH: Punching Power - Speed Bag, Heavy Bag, Weightlifting
STAMINA: Tire/Recovery Speed - Sway Bag, Jump Rope, Heavy Bag
ENDURANCE: Punishment Level - Jump Rope, Speed Bag, Aerobics, Pads
DEXTERITY: Speed/Agility - Jump Rope, Sway Bag, Aerobics, Pads
EXPERIENCE: Increases with Number of Fights and Exercises

SHOW ME THE MONEY



Like any business, your venture will need some cash flow to survive. Take advantage of prize fights to earn money for your new gym.

THE THRILL OF VICTORY



Each triumph in the ring is a precious step toward the ultimate goal of facing the top contenders and becoming the world's best.

STING LIKE A BEE

The hours spent in the gym, the pages of scouting reports and the fastidiously tailored wardrobe all mean nothing if you can't execute fundamentals in the heat of the battle. Winning in R2R2 requires knowledge of each boxers' special skills and unique flaws.

FIGHTING STYLES AS VARIED AS THEIR FASHION SENSE



When using a strong, tall boxer with a long reach, don't let your opponent get too close. Try to inflict damage from a distance.



Some fighters can perform special moves faster than others. The more combos you land, the faster you'll knock out your opponent.



Boxers with quick hands and feet can dance away from the enemy and approach swiftly with a fast flurry of jabs and special combos.

BONUS POINTS FOR SHOWBOATING

Sportsmanship? When has that ever applied in the world of boxing? As a matter of fact, taunting is downright encouraged in R2R2. Most taunts will earn you one or two letters. But trash-talking will also leave you vulnerable to an attack.





ACTIVATING RUMBLE MODE

Once you've landed enough clean punches or talked enough trash to spell the word RUMBLE, you can activate Rumble Mode by pressing A and B. Your blows will become faster and stronger.



After a gorillalike roar, your gloves will begin to glow and your opponent will start shaking in his or her shorts.



Quickly attack your opponent by pressing left C and top C to perform a Rumble Flurry, which is a series of superfast power punches.



Try waiting until you've spelled RUMBLE two or three times before entering Rumble Mode. The more patience you have, the more potent your Rumble Flurry will be. You can even send your enemy flying out of the ring!

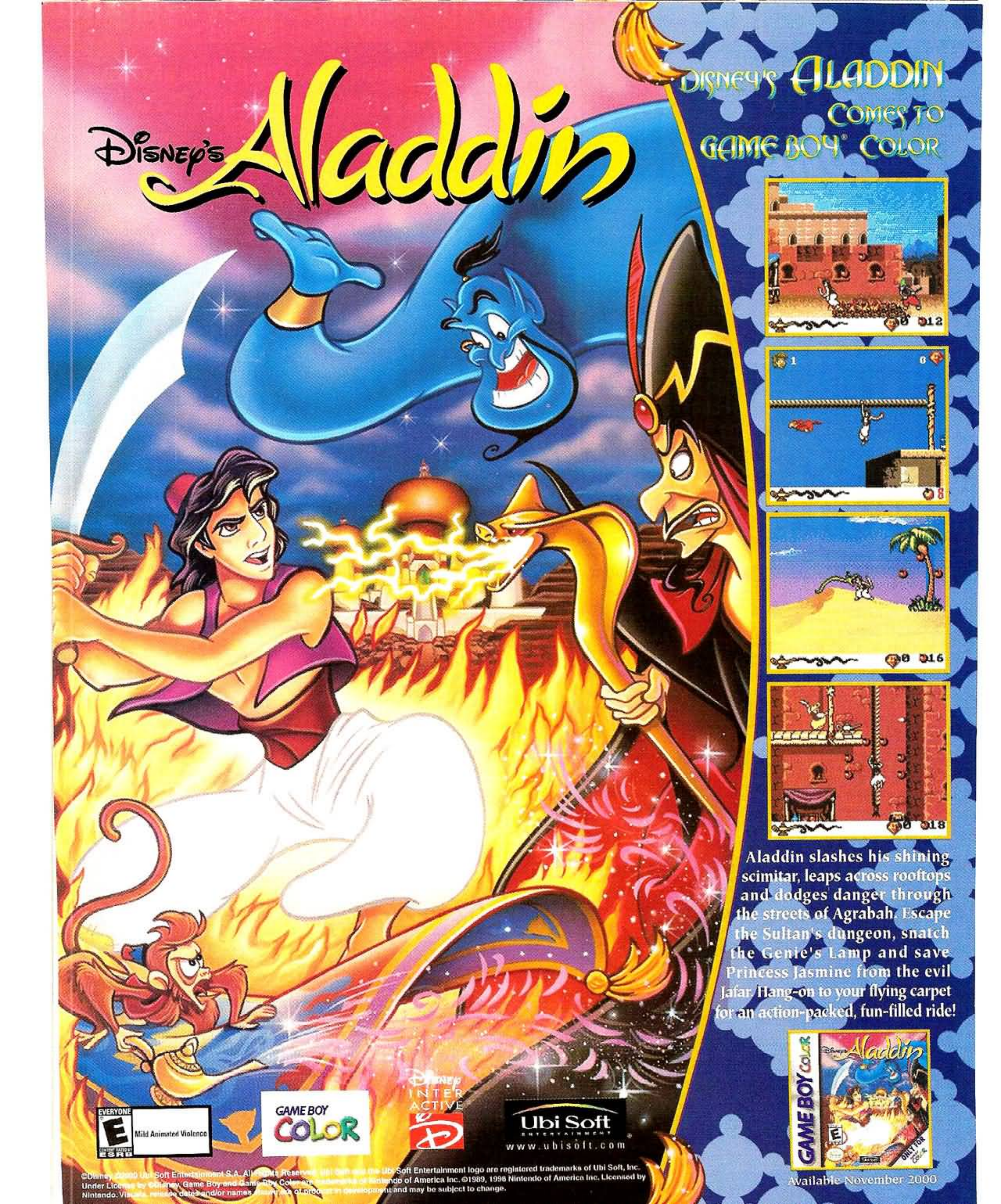
GUEST STARS

Among the players you can unlock in Arcade Mode are two familiar faces. Shaquille O'Neal can rely on his past fighting experience in games like Shaq-Fu, but Michael Jackson has his work cut out for him.



RUMBLE ON

R2R Boxing: Round 2 successfully brings back the winning aspects of the original while adding new characters and features that increase the game's value. And if you're delighted by the appearance of Shaq and MJ, you'll be overwhelmed by the other hidden celebrities. Don't wear out your thumbs!



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Relive the early 1980s without the stupid haircut. Midway's new collection of classic quarter eaters warps all the bleeping action of the old arcade into your N64.

MIDWAY'S GREATEST ARCADE HITS™ Volume 1

Prehistoric Pixels

Midway and Digital Eclipse have journeyed back to the Reagan era to reproduce six favorites from the floor of the arcade. Enjoy the relics of a simpler time, when polygons were found in geometry class and 2-D was a character on the Facts of Life. The N64 Controller may not feel like the arcade joysticks, but it's probably less sticky.

Root Beer TAPPER

DEFENDER

SINISTAR

JOUST

ROBOTRON: 2084

SPY HUNTER

Joust



Spy Hunter



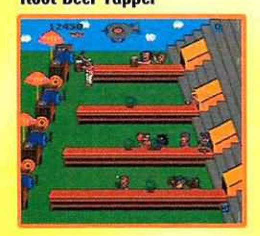
Robotron



Defender



Root Beer Tapper



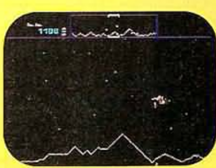
Sinistar





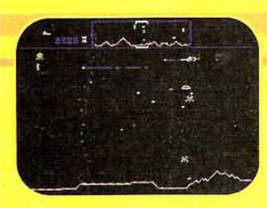


Most of the sounds in Defender can be reproduced with a garbage can lid and a spoon, but the granddaddy of all side-scrolling shooters still packs a wallop.


Hostage Situation

Defender is so named because you must protect helpless humanoids from alien kidnappers. The little people let out chirpy screams as they're pulled to the top of the screen, where the aliens absorb them and mutate. Shoot the aliens before they mutate, then catch the humans as they fall.



Bomb Smart

The Smart Bomb is the most powerful weapon in your arsenal, but you'll get only a few of them. They destroy all the enemies on the screen at the time you activate them.

Arcade Trivia

When Defender was introduced, it wasn't very popular because it had too many buttons.

Defender and Ms. Pac-Man share the title of highest grossing video game.

Hours before the trade show debut of Defender, the game had everything except the actual ROM chip that contained the game.



Go back to the year 2084, when a lone warrior fought through wave after wave of deadly robots. You'll go berserk over Robotron's fast-twitch action.

Hot to the Touch





Stationary Electrodes come in different shapes and sizes, and they are equally deadly if you touch them. Shoot them to make them disappear, or simply avoid them.



Robot Riot

Energy blasts were controlled with a joy-stick in the arcade version of the game, which allowed you to fire several directions in quick succession. The C Buttons are a more unruly control scheme, but the strategy remains the same: Clear a path through the throngs of robots so you can rescue humans.



Grunt Robotrons

Instead of using weapons or armor, Grunts try to beat you with overwhelming numbers. Blast your way through the crowd.



Hulk Robotrons

Heavily armored Hulk Robotrons will slowly hunt any hapless humans on screen. Shoot them to slow them down.



Spheroids and Quarks

Shoot the Spheroids as soon as you can, because eventually they spawn fast-moving, fast-shooting Quarks.



Brain Robotrons

Their huge noggins aren't just for show—Brain Robotrons are smart enough to fire back. Avoid their chevrons of doom.

Arcade Trivia

In an early version of Robotron, Quarks were referred to as Cubeoids.

Eugene Jarvis and Larry DeMar were the leaders of Vid Kidz, the independent team that developed Robotron.

Jarvis had a broken hand at the time of the game's creation, prompting him to use a two-joystick control scheme.



Customers are lining up to enjoy the frosty mug flavor of your delicious root beer, but the soft labor market has forced you to man the counter alone. Start Tapping.







In Your Face, Root Beer Boy

The object of Root Beer Tapper is to satisfy your customers by sliding them brews at various venues without breaking any mugs. You'll be treated to a bonus stage after you successfully serve all the customers in a bar. Each time you reach the stage, a devious creep shakes up several cans of root beer before the cans are scrambled on the counter. Pick the non-explosive can of the bunch if you want to rack up bonus points and avoid a root beer facial.



Mind the Mugs

After they slake their thirst, customers will send their empty mugs back to you. The mugs move slowly toward your end of the bar, so you'll have time to serve other customers before you need to pick up the empties. Try to catch the mugs at the near end of the bar, but don't cut it so close that that they fall off the bar and your turn ends.



On the Far Bar

You might assume the short bar at the top of the screen is really the same length as the rest of the bars. Don't be fooled—mugs take less time to travel down the "distant" bar than they do on the bars at the bottom of the screen.



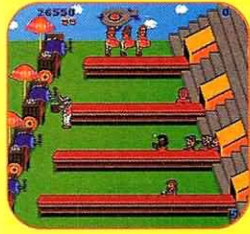
Tips Appreciated

Customers occasionally throw down some change to reward your hard work—usually at the far end of the bar. Your work flow will slow down if you grab the money, so it's worth your while to abandon your tapping station for a few seconds. Act quickly, however, or the money will vanish from the bar before you reach it.



Short Changed

There's an upside to the top bar's skewed perspective. The "far" bar is far shorter than the other bars, which means you can grab tips with greater speed. If you have the choice of two tips, always go to the shorter bar to save time.





Backsliding

Most of the customers you come across are clambering for root beer, but a few of them are just loitering at the bar. You can spot the deadbeats by their turned backs. If you serve them root beer, the mug will slide past them and shatter, ending your turn.

Make Them Wait

When you reach the more advanced levels of the game, your success will depend on how you regulate the flow of root beer. If you serve customers too quickly, they'll send an unmanageable number of empty mugs back to you. Try to serve just two mugs per row before moving on, then return to help other customers when you pick up the empties.



Arcade Trivia

Root Beer Tapper was originally known as just Tapper. It was an officially licensed product of Budweiser.

The Tapper prototype was tested in a bar called The Snuggery on Chicago's Rush Street.

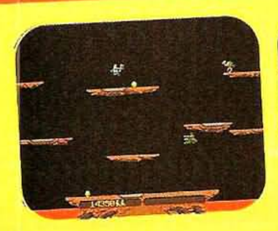
Game designer Scott Morrison listened to Devo, the Talking Heads and the Ramones. The music inspired him to create the third bar in the game.

The Tapper arcade game included a cup holder and a brass rail footrest to attract an audience of beverage drinkers.

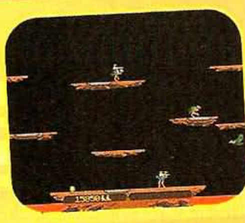
The game's programmers recorded their burps on a digital sound chip, but the sounds weren't used in the final version of the game.

JOUST

In retrospect, it seems like an obvious idea—put knights on flying ostriches then have them fight on platforms above a pool of lava—but somebody had to think of it first.







Egg Man

It's all well and good to knock enemy knights off their flying ostriches, but they'll just hop back on if you don't finish the job. The knights inexplicably transform into eggs for a few seconds after you unseat them. Collect the eggs to get rid of them for good.



Running Jump

You can slowly adjust your altitude by flapping your bird's wings with the A Button, but high speed ascents require forward momentum. Get a running start on a platform then flap a bit to reach the top of the screen.



Bird-Dogging

Don't wait for enemies to come to you. You'll have an advantage in a fight if you stay behind the bad guys while you pursue them.



Take a Dive

Pouncing and diving are the best techniques for unseating enemies. Try to stay above your foes, then drop down on them at the last minute to defeat them. Head-on collisions are risky, because you may be below an enemy upon impact. The higher lance always wins.





Survivor Spoils

Any round of Joust you can walk away from is a good round of Joust. The game will give you Survivor Points just for saving you own skin.



Hot Wings

Exercise caution once the platforms above the lava pits give way. The molten muck will melt your mount into ostrich goo if you fly too close to it. Keep to the higher elevations when you can, but try not to let eggs fall into the lava.



Phlying Pterror

The pterodactyl is supposedly invincible, but it does have an Achilles' Heel—or mouth, as the case may be. Hit the beast head-on in the mouth to accelerate its extinction. Your bravery will either earn you big points or quickly end your game.

Arcade Trivia

Joust designer John Newcomer stuffed his resumé down the throat of a rubber chicken before submitting it to Williams Electronics.

Newcomer worked as a toy designer before working for Williams Electronics.

After the first Joust machines were shipped, a three-pixel bug, which allowed players to defeat the "invincible" pterodactyl, was found.

The tabletop version of Joust was unique in that it was the first two-player, same-side tabletop arcade game.

Joust takes up only 96k of memory.

SPY HUNTER

As every CIA agent knows, fast driving is the key to catching spies—fast driving... and hood-mounted machine guns.



Eating up Asphalt

Spy Hunter gives you points just for driving. The faster you drive, the more points you'll accumulate. In other words, it pays to kick the car into high gear as quickly as possible.

Arcade Trivia

The name of the car, the G-6155, came from designer George Gomez's birthdate.

The James Bond theme was programmed into Spy Hunter until developers determined that licensing costs would be too expensive.

A planned helicopter chase was excluded from the game because the developers ran out of time and memory.



Machine Guns

You can destroy vehicles in front of you with your machine guns, but remember that a hail of bullets is no substitute for careful driving. Bullet-riddled cars become deadly obstacles when they come to a dead stop in the middle of the road.



Smoke Screen

Disappear into a cloud of smoke by hitting the left C Button. The smoke screen hinders the progress of enemy cars behind you. The weapon is added to your arsenal after you upgrade in the back of the Weapons Van.



Oil Slick

You can't count on your enemies to crash on their own, so give them a little help with the oil slick. Splash the slippery substance out of the back of you car to make drivers behind you lose control.



Missiles

When you have trouble expressing yourself with bullets alone, send a message with missiles to pesky enemies. The explosive weapons cause extensive damage when you fire them at cars in front of you.



It's not enough for the Sinistar simply to eat your spaceship. It has to trash-talk you while it pursues you through the tumbling planetoids.



Crystal Shards

You'll have a few moments of relative peace before the killer space station/floating face comes looking for you. Use the quiet time to mine crystals from the planetoids with your ship's laser cannon. Each crystal you pick up will transform into a powerful bomb to use against Sinistar. You'll need plenty of bombs to make it to the next level.



Arcade Trivia

Before the production of Sinistar, the game was changed to make it more difficult. Arcade operators complained that players lasted too long on one quarter.

Developers considered naming the game Juggernaut or Dark Star.



Combat for Cowards

If you've been diligent in your crystal mining, you should have a hefty stockpile of bombs by the time Sinistar starts looking for a midnight snack. You can't outrun the monster once it's seen you, so rely on your bombs to slow it down while you try to flee. Each hit chips away a piece of its face until it's destroyed.

No Quarter Shall Be Offered

The Game Pak also includes a video game trivia challenge, but don't get too nostalgic for the old days. Midway gives you everything worth remembering about the arcade. No creepy attendants to make change. No impatient teenagers stacking quarters on the game cabinet. Just the games.



Get in on the Gold Rush!

Our latest roundup of English Pokémon names features 23 more creatures, some of which you've probably encountered on your own Gold or Silver journey by now. Look closely at the Pokémon below. Some are related to other Pokémon we've revealed in earlier Gold and Silver coverage, and one is related to a Pokémon from the original games. Three of the Pokémon are the final evolutions of Gold and Silver's three starting Pokémon. Can you find them all?

Granbull
Corsola
Azumarill
Chinchou
Girafarig
Delibird
Phanpy
Mantine
Feraligatr
Typhlosion
Wobbuffet
Magby
Dunsparce
Skarmory
Meganium
Entei
Suicune
Raikou
Jumpluff



Pokéchat

There's plenty of Pokémon stuff to talk about now that Gold and Silver and Pokémon Puzzle League are here. If you have a question, just send it in. Every Pokémon question is a good question.

Q: When are you able to use the Time Capsule in Gold and Silver?

A: *You can use the Time Capsule the day after you meet Bill in Ecruteak City. You run into him as he's fixing the Time Capsule in Ecruteak's Pokémon Center.*

Q: I know what Fly and Surf do outside of battle, but what does Dig do?

A: *Dig works in any place the Escape Rope works. If you get lost inside Union Cave or any other underground area, or if you want to leave an area like the Lighthouse or Ilex Forest quickly, you can use Dig for a fast exit.*

Q: Will I get to compete in the Orange Islands in Gold and Silver?

A: *No, you won't. That's one of the differences between the TV show and the games.*

Q: I forgot to meet with Frieda of Friday on Friday! Do I really have to wait a whole week to meet her?

A: *Yes. Some events, like meeting the Day Siblings around Johto, happen on one day of the week only. Other events, like the Bug Catching Contest in the National Park, happen on more than one day—in this case, Tuesdays, Thursdays and Saturdays. Frieda will appear on Route 32 every Friday, but you'll never find her there on any other day.*

Q: Will a Pikachu transferred from Yellow follow you around in Gold and Silver?

A: *No. You can trade the Pikachu that you start Yellow with to Gold and Silver and place it in your party, but it won't follow you around.*

Q: What does Mist do?

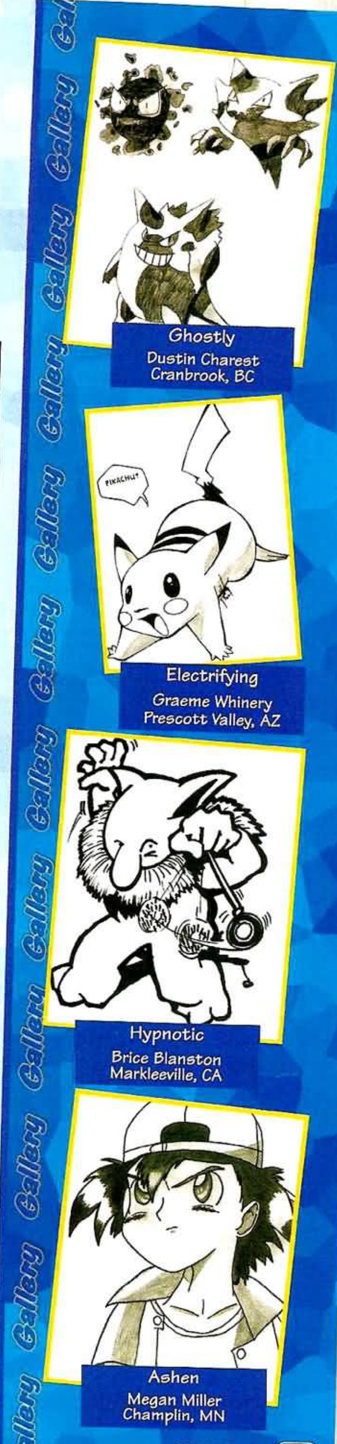
A: *It protects your Pokémon from attacks that would otherwise lower its abilities, like Kinesis, which lowers accuracy, or Screech, which lowers defense.*

Q: How can I tell if my Pokémon likes me?

A: *Good question. Many Pokémon won't evolve if they don't like you or don't feel attached to you. To check out your friendship with your lead Pokémon, head over to the house to the right of the Department Store in Goldenrod City. The woman inside will tell you exactly how the first Pokémon in your party feels about you.*

Q: What times are morning, day and night in Gold and Silver? I gotta catch 'em all, even if it means I can't sleep!

A: *Any time after 6 p.m. and before 4 a.m. is considered to be night in Gold and Silver. Morning is from 4 a.m. to 10 a.m., and day is from 10 a.m. to 6 p.m. If you're looking for a particular Pokémon that comes out only in the morning, like Ledyba, you'll have plenty of time to catch it after breakfast. Don't go staying up until 4 a.m.—you can catch it at 9 a.m. instead.*



Ghostly
Dustin Charest
Cranbrook, BC

Electrifying
Graeme Whinery
Prescott Valley, AZ

Hypnotic
Brice Blanston
Markleeville, CA

Ashen
Megan Miller
Champlin, MN

Ask the Professor

How's your Pokémon Gold or Silver playing going? Have you made it very far in Pokémon Puzzle League? All of the newest Pokémon games are challenging and fun, and most of the questions this month come from one of them. I'm here to answer your questions if you run into anything tough in any Pokémon game.

How do I create large combos?

You have to learn to recognize a potentially large combo quickly in the jumble of multicolored blocks, which definitely takes practice. All of the puzzles in Pokémon Puzzle League are set up to be solvable. If you can see the pattern in the blocks, you can cash in on all the big combos and chains built into the blocks. Playing Puzzle University, which isolates a small group of potential combos and chains, will help you improve your ability to recognize the patterns.

Look for blocks of the same color in adjacent lines and rows, then group them to form blocks. Check out the puzzle below. The player on the left noticed that the red and blue blocks were almost lined up into a large block, so the player moved several of the blocks around to set up a large eight-block combo.



The player starts building the combo by moving the blue block left.



After the top blue block moves right, flip the red and blue ones.

Where do I get the special Poké Balls?

After you help Kurt with the Slowpoke in Azalea Town, return to his house, stopping to pluck an Apricorn from the tree behind it. Kurt can use differently colored Apricorns to make several kinds of Poké Balls. Blue Apricorns become Lure Balls to use while fishing. Green make Friend Balls, which make Pokémon very attached to you. Yellow become Moon Balls, which help you capture creatures that evolve with Moon Stones. Black turn into Heavy Balls to capture big Pokémon. Red Apricorns become Level Balls, which can capture Pokémon at a lower level than your Pokémon.



White Apricorns make Fast Balls that you can use to capture Pokémon that run away quickly and are difficult to catch.



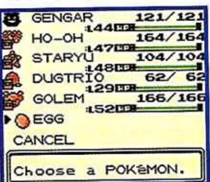
Give a Pink Apricorn to Kurt to create a Love Ball, which captures Pokémon that are the opposite gender of your battling Pokémon.

Why aren't my Pokémon producing an Egg? How do I hatch the Egg when I get one?

After you drop a Pokémon off at the Daycare on Route 33, walk outside and press A while near the Pokémon to check on its friendship with the other Pokémon. If you get the message "It's brimming with energy" or "It has no interest in the other Pokémon," you won't get a Pokémon Egg. Any other message means you will get an Egg—you just need to be patient. To hatch your Eggs, place them in your traveling party and walk around a lot. In time, after you've gone pretty far, your Egg will hatch and you'll have a new Pokémon to care for and raise. You can store Eggs in boxes if you need to make room in your party.



These two Pokémon will produce an Egg if given time.



Place an unhatched Egg in your party, then start moving!

What's a good rental team to use to battle the Elite Four in Round One of Pokémon Stadium?

There are many rental teams that would work well, but one we like has Rhyhorn, Gengar, Lapras, Machamp, Dragonair and Starmie. The team is diverse and tough and more than a match for the Elite Four and Rival, since you have to battle them with the same team. Try using Starmie, Gengar and Machamp against Lorelei; Gengar, Lapras and Starmie against Bruno; Gengar, Rhyhorn and Dragonair against Agatha; Starmie, Lapras and Machamp against Lance; and Dragonair, Rhyhorn and Machamp against Rival. Study each Pokémon's move set before you play, and think about both Pokémon type and attack type when you're battling. You should come out of the match a winner!





A diverse team is crucial in the battle against the Elite Four.



The Electric-type attacks the Pokémon use are very important.

Colosseum

Is there anything you'd like to see in Colosseum? An all-Dark-type team? An unjustly overlooked Pokémon team? Well, then—send it in! The world is waiting!

What sort of team did the U.S. Pokémon Champion, Ian Garvey, use when he battled it out at the first-ever Pokémon World Championships in Australia? We wanted to know, too, so we asked him to share his team with Nintendo Power readers. Ian used some very powerful, popular, practiced Pokémon in his battles, which must have been very exciting to watch. Check out his team to see what you think.

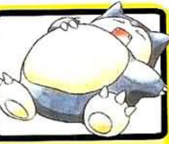
Alakazam



This Alakazam has a classic move set that won't surprise opponents much—but it's a classic because it works well. Trainers the world over prize Alakazam for its high Special rating, which makes its Psychic attack a thing of beauty. High Special means it's also protected from Special attacks—in Red, Blue, Yellow and Pokémon Stadium, that is. Ian used his Alakazam in every battle he fought.

- Psychic
- Reflect
- Thunder Wave
- Recover

Snorlax



Ian chose several moves for his Snorlax that are relatively common with the high-level Trainers, including Amnesia, Ice Beam and Rest, and who could blame him? Rest is a natural fit for the sleepy Snorlax, and it works well with the creature's high HP. Thick-skinned creatures have the time to use Amnesia to raise their Special so attacks like Ice Beam freeze out the competition. Ian didn't use Snorlax at the championship.

- Ice Beam
- Amnesia
- Body Slam
- Rest

Exeggutor

Ian most likely used Stun Spore to slow down the competition for his poky Grass-and-Psychic-type. The extremely unlovely Exeggutor can use Explosion to extinguish many Pokémon's hopes of winning a battle—but it has to be used wisely, since it also knocks out Exeggutor. Ian used his Exeggutor in only two battles during the competition. Perhaps he faced a lot of Ice- or Fire-types. Perhaps not.

- Psychic
- Mega Drain
- Explosion
- Stun Spore

Starmie



Starmie is a superstar Pokémon because of its speed, its useful Water-and-Psychic-type and its high Special rating. As you can see from the three Thunder Waves and one Stun Spore on his team, Ian believes that paralyzing your opponents is a good thing, and we'd have to agree—although the strategy seems to work better outside of Pokémon Stadium. Ian used Starmie just once in his many battles.

- Surf
- Thunderbolt
- Thunder Wave
- Recover

Rhydon

Ian depends on his Rhydon and his Alakazam, using them both in every single battle. That's good because they have some great moves. It's also not so good, because a tough Water-type and a hard-hitting Pokémon with a high Special rating—or even a tricked-out Slowbro or Starmie—could take down his two most dependable Pokémon. That's probably why they both have HP-recovering moves.

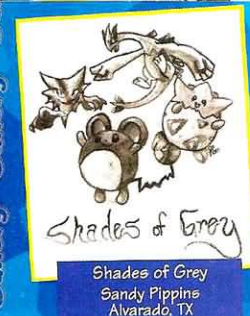
- Earthquake
- Rock Slide
- Substitute
- Rest

Zapdos

Zapdos also made Ian's team most of the time. Its very effective move set includes Light Screen for protection from Special Attacks, Drill Peck for its great accuracy, Thunderbolt because it's powerful in the hands of an Electric-type and more accurate than Thunder, and Thunder Wave for its paralysis-inducing properties. Like much of Ian's team, its only weakness is its popularity.

- Thunderbolt
- Drill Peck
- Thunder Wave
- Light Screen

Gallery



Shades of Grey
Sandy Pippins
Alvarado, TX



Starmie Bright
Misha Quintilla
Blue Ball, OH



Fake Wood?
Ernie Summit
Pierre, ND



Mew-Three
Ryan Recinos
Panorama City, CA

Submitted art becomes property of Nintendo Power.

Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073
pokecenter@nintendo.com

Hot off the Press

We've got plenty of Pokémon news this month, with two sizzling new products we know you've been waiting for! They're both related to Pokémon Gold and Silver, which makes them pretty precious, too.

Pokémon Stadium 2

Set to hit stores on March 26, 2001, the tentatively titled Pokémon Stadium 2 will give eager Pokémon Gold and Silver Trainers the chance to see all of their Pokémon in glorious, animated 3-D! Gold and Silver players should be thrilled to learn that they'll be able to see all the cool stuff in their rooms in 3-D, too.

We're getting tons of mail from Pokéfans who want to play Gold and Silver on their TVs in addition to Red, Blue and Yellow, and that's just what you can do with Pokémon Stadium 2! What more will the exciting Game Pak hold? Keep reading in the upcoming months to find out.







The screen shots you see are from the Japanese version of Pokémon Stadium 2. Some things may be changed for the U.S. version of the game. Check the Pokécenter every month for details!

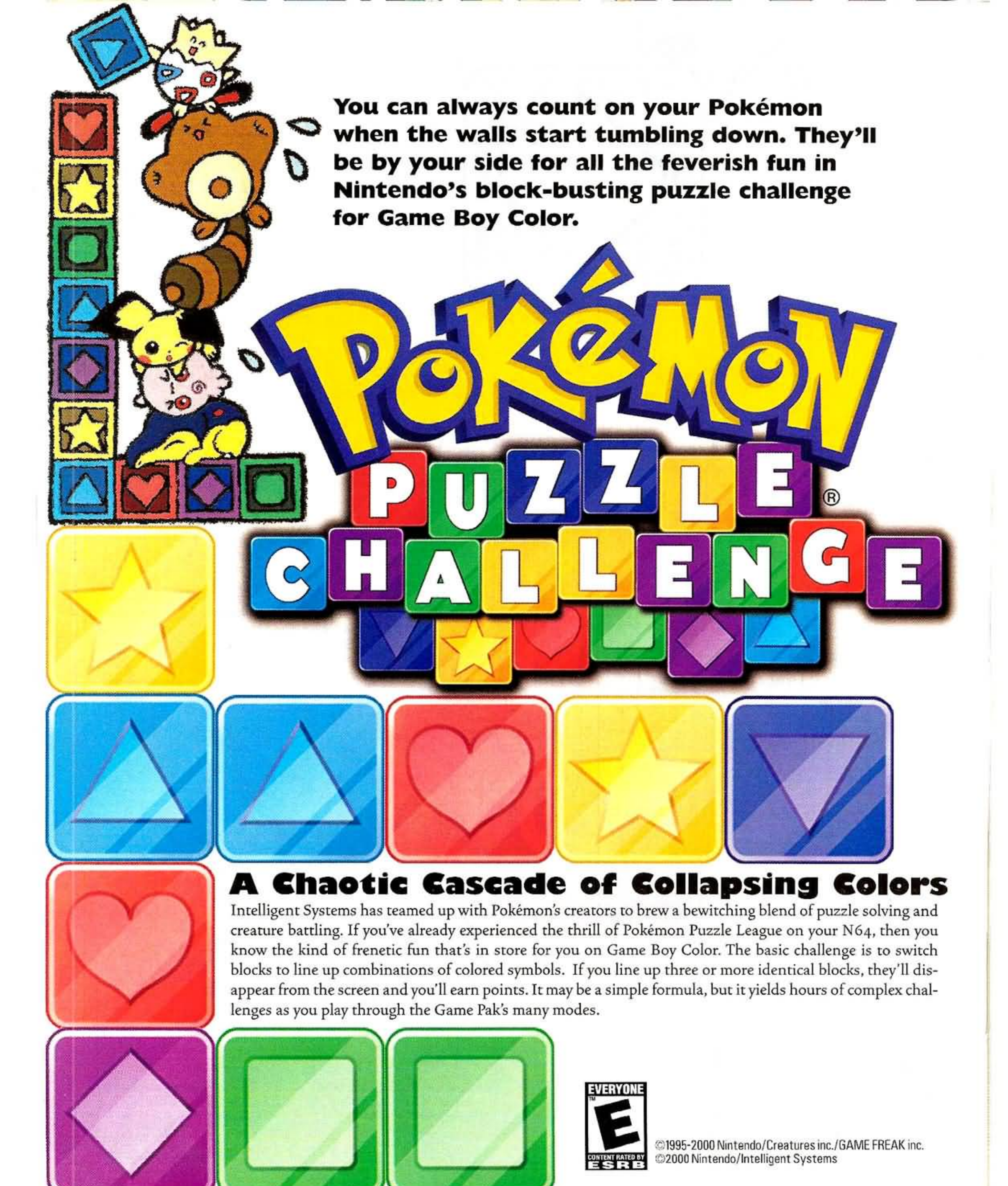
Pokémon NEO Genesis Trading Card Game



An all-new edition of the Pokémon Trading Card Game from Wizards of the Coast is on its way in early 2001. Most of the details, including the final release dates, are shrouded in secrecy, but we can tell you that the Pokémon NEO Genesis Trading Card game has lots of new stuff, including two new types of Pokémon and Energy Cards, Darkness and Metal, and new Trainer Cards, too!

As you've probably guessed, NEO Genesis features Pokémon from the already phenomenally popular Pokémon Gold and Silver. The new creatures will be introduced in several different NEO Genesis sets beginning early next year and ending later in the year. We'll be sure to give you more NEO Genesis information as it becomes available.

For more Pokémon news, be sure to check out www.pokémon.com!



You can always count on your Pokémon when the walls start tumbling down. They'll be by your side for all the feverish fun in Nintendo's block-busting puzzle challenge for Game Boy Color.

Pokémon Puzzle Challenge®

A Chaotic Cascade of Collapsing Colors

Intelligent Systems has teamed up with Pokémon's creators to brew a bewitching blend of puzzle solving and creature battling. If you've already experienced the thrill of Pokémon Puzzle League on your N64, then you know the kind of frenetic fun that's in store for you on Game Boy Color. The basic challenge is to switch blocks to line up combinations of colored symbols. If you line up three or more identical blocks, they'll disappear from the screen and you'll earn points. It may be a simple formula, but it yields hours of complex challenges as you play through the Game Pak's many modes.

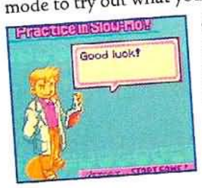


Mixing and Matching

Pokémon Puzzle Challenge offers a multitude of modes to tax your mind. You can start with Training Mode, move through focused challenges such as Time Zone or Garbage!, then use your well-honed skills against another Pokémon fan in Two-Player Mode.

TRAINING

Renowned Pokémon expert Professor Oak knows that the best way to learn a skill is through instruction and practice in a controlled setting. The game has demos that show you how to perform moves, and provides a slow-motion practice mode to try out what you've learned.



After careful study of the various combos and chains, you can work your way through a game in slow motion. The complex sequences will eventually become second nature to you as you play at faster speeds.

TWO-PLAYER

Two players who each have a copy of Pokémon Puzzle Challenge can face off against each other via Game Link Cable. Players can choose a Pokémon to use in battle then drop solid, immovable Garbage blocks on each other by creating big combos and chains. Players can also compete to clear the screen down to a preset line in Line Clear Mode.





Two-Player Mode works much like the one-player Challenge Mode, except that you face a real player instead of a CPU-controlled Gym Trainer. If you pull off big combos, you'll be able to bury the other player under Garbage blocks.





Block Party of One

Even if your puzzle-playing friends have deserted you, you can still have a blast playing against the computer in One-Player Mode. Open up new Pokémon in Challenge Mode or try out more specialized challenges. The open-ended nature of the game ensures it will never get boring.

PUZZLE

Unlike the more action-oriented modes, the Puzzle challenge offers a stationary combination of blocks that you must clear from the screen in a set number of moves. It sounds easy, but many of the puzzles are deceptively difficult. In the later rounds, you'll need to think many moves ahead to activate multiple chain reactions of falling blocks.





Professor Oak has created a progressively difficult sequence of brain benders for you to solve. You must complete eight of the ten puzzles before you can move on to the next round.

MARATHON

Marathon Mode lets you set the speed and difficulty level of the basic game, then throws blocks at you for as long as you can clear the screen. See how long you can play, or try to rack up the highest score possible.



Marathon Mode can provide beginners with easy practice time or give skilled players a grueling workout—depending on how high the speed and difficulty levels are set.

TIME ZONE

Time Zone is the flip side of Marathon Mode. In each game, you'll get a limited amount of time to score as many points as possible.



You won't want to play conservatively in Time Zone Mode. Push up lines of blocks with the B Button to create opportunities for scoring. If you play well, you'll be able to enter your initials next to your point total on the Best Scores list.

GARBAGE!

Garbage! Mode is very similar to Marathon Mode but has one crucial difference: You must clear piles of Garbage Blocks as they fall on your stack. Garbage is cleared when you create a combo next to it.





Pick the Pokémon you want to dump Garbage on you, then set the difficulty level. Instead of adjusting the speed of the block movement from the bottom of the screen, you adjust the speed and amount of Garbage that falls from the top of the screen.

CHALLENGE

Once you've developed your block-busting abilities, take your skills on the road in Challenge Mode. You'll walk from town to town in search of local Gym Leaders. Use combos and chains to make their Pokémon faint, then move on to the next challenge.

Every town you visit has a Trainer looking for a fight. After exchanging a few terse words, you'll go right into a battle. Choose a Pokémon to represent you in the match then try to score hits against your rival's Pokémon by creating combos of four or more blocks.





You'll face a string of pugnacious Gym Leaders when you attempt Challenge Mode on the easy difficulty level. More difficult opponents are waiting on the normal and hard levels. Your quest will end if all three of your Pokémon are defeated.

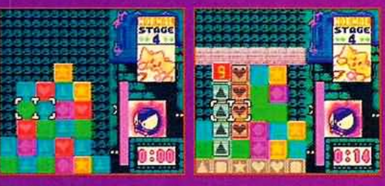
CRUSHING MOVES

The tough Pokémon you find on the normal and hard difficulty levels demand aggressive strategies. Four-block combos cause damage, but you should also look for big combinations to finish off opponents before they bury you under Garbage.





You'll deliver an attack against your opponent each time you put together a combo of four or more blocks. Each attack chips away at the rival Pokémon's hit points.



The bigger the combo or chain, the more damage you'll inflict on the other Trainer's Pokémon. A big combo, like the nine-block one shown above, will crush opponents.

Switch-Hitting

In Challenge Mode, you should look for big combinations and chains, even when there are plenty of three-block combos available. Show some patience and set up your moves carefully. A little bit of planning can mean the difference between victory and defeat.





BLOCK COMBOS

While your natural inclination may be to clear lines from the screen as fast as you can, you should fight the urge. More blocks on the screen mean greater opportunities for big combos. Concentrate on building large combinations, but don't ignore the rest of the pile while you do so. If you focus too hard on building a specific combo, you may waste time when easier combinations abound.

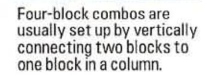
3 BLOCKS



The bread-and-butter move in the game is useful for converting Garbage to usable blocks.

4 BLOCKS





Four-block combos are usually set up by vertically connecting two blocks to one block in a column.



If you create your four-block combo next to a Garbage block, you'll break the solid block into usable pieces.

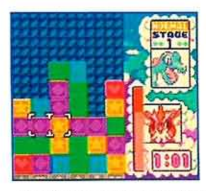
5 BLOCKS







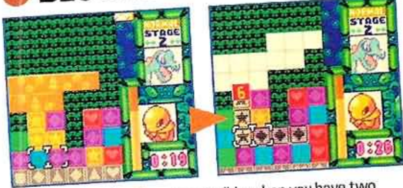
To achieve vertical five-block combos, move two two-block sets of the same type into the same column, separated by a block of a different type. Slide the last block of the same type into place between the two sets.





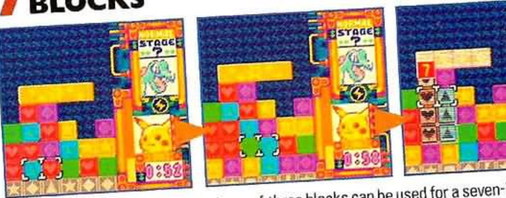
Five-block combos are also possible by creating "T "or "L" configurations. For both types, you'll need to slide the central, connecting block into place last to form a combo.

6 BLOCKS



Six-block combinations are possible when you have two potential three-block combos—one horizontal, one vertical—adjacent to each other. Switch the blocks at the corner of the two sets to create the combo.

7 BLOCKS



A column of four blocks and a column of three blocks can be used for a seven-block combo. Position the two columns next to each other so that one block in the three-block set and the second block from the bottom or top in the four-block set can be flipped to complete both combos simultaneously.

8 BLOCKS



An eight-block combo can be created in much the same way as a seven-block combo. All you need to do is flip the central block in a potential five-block combo with a block in a three-block combo. You can also use two four-block combos.

COLOSSAL COMBOS

It's possible to string together nine, ten or more blocks, but the huge combos are fairly rare events in the fast-paced Pokémon matchups. When you can pull them off, the combos are supereffective.

CHAIN COMBOS

Creating block combos isn't the only way to score points and defeat opponents. Chains are created when the disappearing blocks from one combo cause another combo. Chains are often lucky accidents, but you can make them happen on purpose if you look closely for them.

X2 CHAINS



Potential two-combo chains are relatively easy to spot while you're in the middle of a heated match. Adjust blocks that are suspended by blocks that you are about to make into a combo. As shown above, you can execute a combo and open a slot for the suspended block in one move.

X3 CHAINS



It's nice when chains happen automatically, but many times you'll need to help them along while they're in progress. The vertical combo in the middle of the three-combo chain above was accomplished by quickly moving a block into place.

X4 CHAINS



Chains of four or more combos are extremely rare and almost always accidental. If you see a combo falling into place, however, you can make the most of it by moving other pieces around while the chain is still in play. When the blue piece was moved into place in the first panel shown above, it helped turn a three-combo chain into a four-combo chain.



Garbage in, Garbage Out

Garbage blocks can prematurely end your game or create new scoring opportunities, depending on how you react to them. Create combos adjacent to Garbage blocks to turn them into usable blocks. The blocks will fall into place in gaps below and sometimes even create chain combinations. In Two-Player Mode, you'll drop Garbage on your opponent by building combos and chains.



Garbage isn't necessarily bad, but it can be deadly if you let it get too close to the top of the screen. Keep your pile low when the trash starts tumbling down.



Loads of Garbage can mean lots of blocks if you create an opportune combo next to the offending material. Use the new building supplies to put together bigger combos than would have been possible in your original pile. As an added bonus, chain reactions often occur when the Garbage breaks apart.

Pick up Pokémon Passengers

You'll start the game with three Pokémon and quickly add to your menagerie by defeating specific Gym Leaders after accomplishing specific combos or chains. After a Gym Leader gives you a Pokémon, you'll be able to choose the new character on the Stage Select screen.



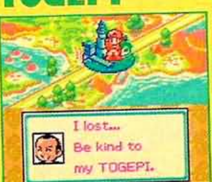


PIKACHU



The most famous Pokémon of all is perhaps the easiest to acquire in Challenge Mode. Playing on normal level or higher, you'll need to execute a combo that involves more than six blocks before you reach Clair. When you defeat Gentleman, he'll hand over his Pikachu.

TOGEPI



Pokéfan will have egg on his face after you defeat him, but you'll be the one walking away with Togepi if certain conditions are met before you reach him. You must create a combo of more than ten blocks before you compete against Clair on normal or hard.

MARILL

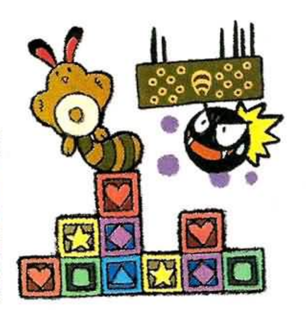


As his name suggests, Swimmer likes to use Water-type Pokémon in his puzzle battles. He'll grudgingly give you his Marill if you defeat him, but first you'll need to create a chain of more than four combos before you battle Clair on the normal or hard level.

SENTRET

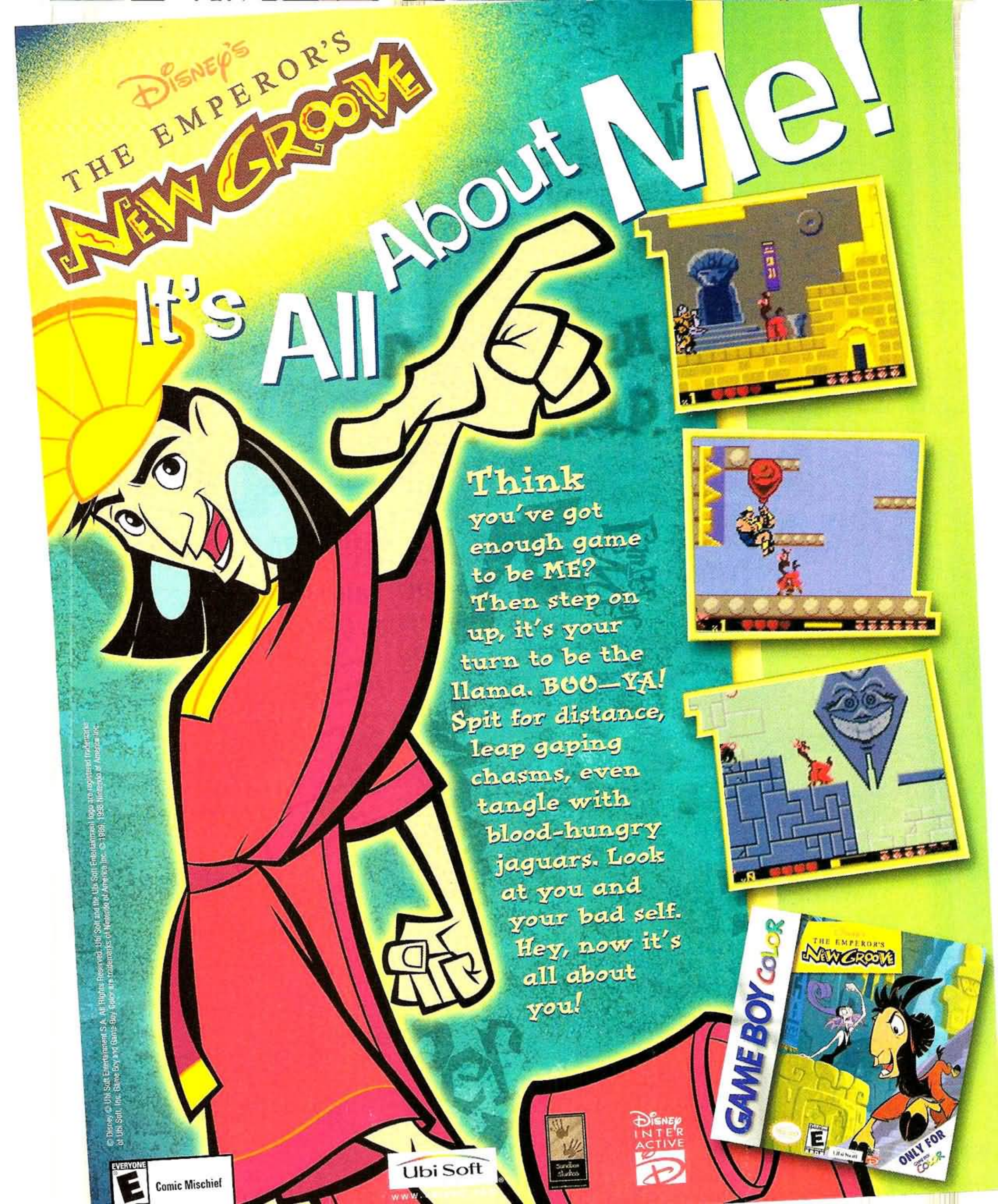


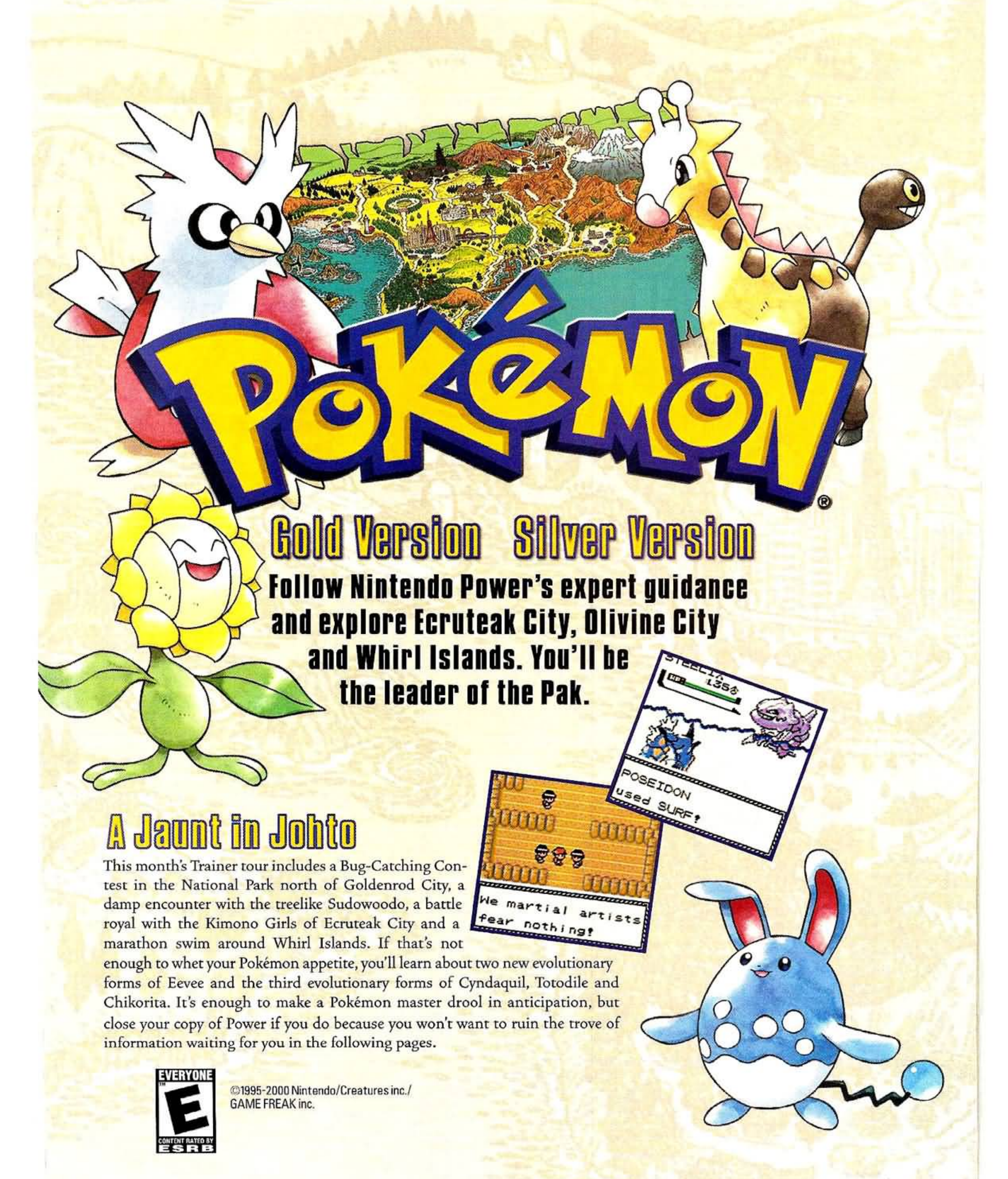
Beauty will relinquish her Sentret if you beat her on normal or hard. How do you account for such squirrely behavior? Maybe she's intimidated by the chain of more than seven combos you'll achieve before beating Clair.



Be a Blockhead

The infectious action of Pokémon Puzzle Challenge is sure to have you flipping blocks for hours, and the game's many features will give you extra incentive to accumulate combos. Fill up the Gallery with images from your assorted victories, or start to fill in the many mysterious question marks on the Stage Select screen. You gotta win 'em all.


Disney's
THE EMPEROR'S
NEW GROOVE
It's All About Me!
Think
you've got
enough game
to be ME?
Then step on
up, it's your
turn to be the
llama. BOO—YA!
Spit for distance,
leap gaping
chasms, even
tangle with
blood-hungry
jaguars. Look
at you and
your bad self.
Hey, now it's
all about
you!
GAME BOY COLOR
THE EMPEROR'S
NEW GROOVE
ONLY FOR
EVERYONE
E
Comic Mischief
Ubi Soft
Sandbox Studios
Disney Interactive
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Pokémon®

Gold Version Silver Version

Follow Nintendo Power's expert guidance and explore Ecruteak City, Olivine City and Whirl Islands. You'll be the leader of the Pak.

A Jaunt in Johto

This month's Trainer tour includes a Bug-Catching Contest in the National Park north of Goldenrod City, a damp encounter with the treelike Sudowoodo, a battle royal with the Kimono Girls of Ecruteak City and a marathon swim around Whirl Islands. If that's not enough to whet your Pokémon appetite, you'll learn about two new evolutionary forms of Eevee and the third evolutionary forms of Cyndaquil, Totodile and Chikorita. It's enough to make a Pokémon master drool in anticipation, but close your copy of Power if you do because you won't want to ruin the trove of information waiting for you in the following pages.

EVERYONE E CONTENT RATED BY ESRB



Route 35 connects Goldenrod City to the National Park. You'll battle several Trainers and collect TM 04, Rollout, which builds slowly to a powerful attack. Look for valuable wild Pokémon, too, such as Abra, Drowzee, Nidoran♀ and Nidoran♂. If you're lucky, you may even catch a Ditto.

ROUTE 35	GOLD Morn.	GOLD Day	GOLD Night	SILVER Morn.	SILVER Day	SILVER Night
#16 PIDGEY	FEW	FEW	NONE	FEW	FEW	NONE
#29 NIDORAN ♀	MANY	MANY	MANY	MANY	MANY	MANY
#32 NIDORAN ♂	MANY	MANY	MANY	MANY	MANY	MANY
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#96 DROWZEE	MANY	MANY	MANY	MANY	MANY	MANY
#132 DITTO	FEW	FEW	FEW	FEW	FEW	FEW
#163 HOOTHOOT	NONE	NONE	FEW	NONE	NONE	FEW

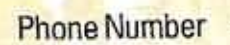
#157 TYPHLOSION TYPE: FIRE

Typhlosion is the final evolutionary form of Cyndaquil. The powerful Fire-type Pokémon will scorch Grass-, Flying- and Bug-type Pokémon with Flamethrower.

Attacks	HMs
SMOKESCREEN	CUT
QUICK ATTACK	STRENGTH
SWIFT	
FLAMETHROWER	



Night Watch



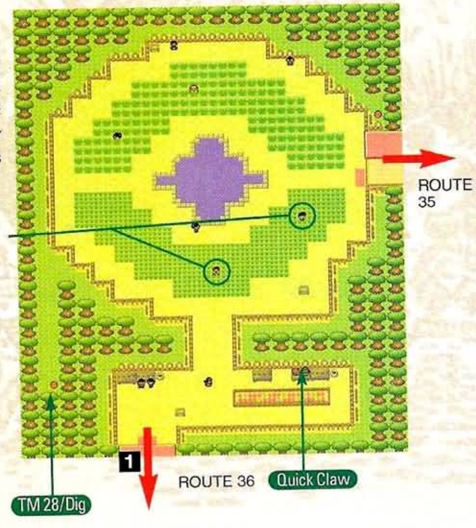


The guard at the entrance to the National Park is pleasant enough in the daytime, but he'll challenge you to a Trainer battle if you encounter him at night. He won't arrest you, but he will slow you down.





The National Park is bursting with Bug- and Grass-type Pokémon. You'll also find some secrets, such as the gap in the fence that opens the way to TM 28, Dig. The biggest event is the Bug-Catching Contest.



Gotta Catch Them Bugs

#10	CATERPIE	LEVEL 7 - 18
#11	METAPOD	LEVEL 9 - 18
#12	BUTTERFREE	LEVEL 12 - 15
#13	WEEDLE	LEVEL 7 - 18
#14	KAKUNA	LEVEL 9 - 18
#15	BEEDRILL	LEVEL 12 - 15
#46	PARAS	LEVEL 10 - 17
#48	VENONAT	LEVEL 10 - 16
#123	SCYTHER	LEVEL 13 - 14
#127	PINSIR	LEVEL 13 - 14

Prizes

First	SUN STONE
Second	EVERSTONE
Third	GOLD BERRY
Consolation	BERRY

1

We hold Contests regularly in the



The Bug-Catching Contest is held on Tuesday, Thursday and Saturday. You'll have 20 minutes and 20 Park Balls to catch the strongest Bug-type Pokémon, but you'll take just one Pokémon with you and you won't get to take any items. The Pokémon you choose should be able to defeat a Level-18 foe with ease.

National Park	GOLD Morn.	GOLD Day	GOLD Night	SILVER Morn.	SILVER Day	SILVER Night
#10 CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11 METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#13 WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14 KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#16 PIDGEY	NONE	NONE	MANY	NONE	NONE	MANY
#163 HOOTHOOT	NONE	MANY	NONE	NONE	MANY	NONE



Routes 36 and 37 link four important areas of Johto: Violet City, the Ruins of Alph, the National Park and Ecruteak City. The grassy fields contain a wide assortment of interesting Pokémon, such as Stantler, Ledyba and Growlithe. The Apricorn orchard supplies the raw materials for Heavy, Lure and Level Balls. There may not be many Trainers, but there's plenty of action.

ECRUTEAK CITY
Red Apricorn
Blue Apricorn
Black Apricorn
NAT. PARK
VIOLET CITY
ROUTE 35
Phone Number
RUINS OF ALPH

Free the Tree



The tree that blocks the path from the National Park to Violet City is actually a Pokémon called Sudowoodo. Use the Squirtbottle to get it fighting mad. You'll have only one chance to catch it.

Smashing Rock



After fighting Sudowoodo, head to the east toward Violet City. You'll find a man who gives you TM 08, Rock Smash. Rock Smash pulverizes certain stones, sometimes revealing Pokémon hiding underneath.

Catch 'Em Wild

PIDGEOTTO :L15♀
NOCTOWL :L32♀
106/112
Enemy PIDGEOTTO used QUICK ATTACK!

The tall grass along Routes 36 and 37 conceals a wealth of useful Pokémon. Spend some time flushing them out and battling them. Bring plenty of Poké Balls and Great Balls with you to catch them all.

ROUTE 36	GOLD			SILVER		
	Morn.	Day	Night	Morn.	Day	Night
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#29 NIDORAN♀	MANY	MANY	MANY	MANY	MANY	MANY
#32 NIDORAN♂	MANY	MANY	MANY	MANY	MANY	MANY
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#58 GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#234 STANTLER	FEW	FEW	FEW	FEW	FEW	FEW

#234 STANTLER TYPE: NORMAL

Stantler's antlers aren't its only weapons. Using Hypnosis or Confuse Ray, the dangerous deerlike Pokémon can bring a powerful enemy to its knees. Approach with caution and carry Awakening.

Attacks	HMs
HYPNOSIS STOMP TAKE DOWN CONFUSE RAY	FLASH

#185 SUDOWOODO TYPE: ROCK

Rock-types such as Sudowoodo are vulnerable to Water- and Grass-type opponents. You should try to catch the fake tree for your collection. Its Faint Attack is surprisingly powerful.

Attacks	HMs
MIMIC LOW KICK ROCK SLIDE FAINT ATTACK	STRENGTH

ROUTE 37	GOLD			SILVER		
	Morn.	Day	Night	Morn.	Day	Night
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#17 PIDGEOTTO	NONE	FEW	NONE	NONE	FEW	NONE
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#58 GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#165 LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#167 SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#234 STANTLER	MANY	MANY	MANY	MANY	MANY	MANY



Ecruteak City

The town of Ecruteak City holds several mysteries and dangers. You'll meet Bill, your Rival and the famous Kimono Girls. You'll step into the Burned Tower and learn the legend of the Tin Tower. The Gym has its own surprise in addition to Morty and his Trainers.

ROUTE 38

ROUTE 42

ROUTE 37

Mart

Gym

Poké

Kimono Girls

1

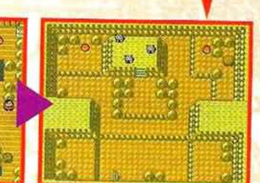


The five Kimono Girls may seem dainty, but they'll stomp you with their five evolved forms of Eevee. To win HM 03, Surf, from the girls, you should take it one step at a time and heal your Pokémon between bouts.



Burned Tower

2



When you head to the Burned Tower, expect to meet your Rival, not to mention three mysterious Pokémon. Prepare to meet wild Koffing, Rattata and Zubat, too. Use Rock Smash to reach blocked areas of the building.

Rare Species

When you drop down the middle hole in the floor of the Burned Tower, you'll encounter three Pokémon that immediately run away. The three are Raikou, Entei and Suicune. The prized Pokémon will appear randomly in the wild. Be prepared to chase after them for a long time.



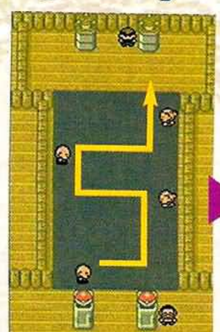
A Rival

Your Rival has a stronger team this time. In addition to one of the Pokémon you didn't choose at Professor Elm's lab, he'll have a Level-18 Magnemite, a Zubat and a Haunter. If you have strong Ground- and Fire-types, you should be fine.

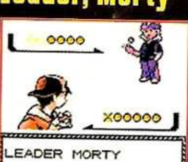
#160 FERALIGATR TYPE: WATER

The final step on Totodile's evolutionary ladder is Feraligatr. Surf is a valuable move, since it is a powerful Water-type attack and helps you cross lakes and seas, as well.

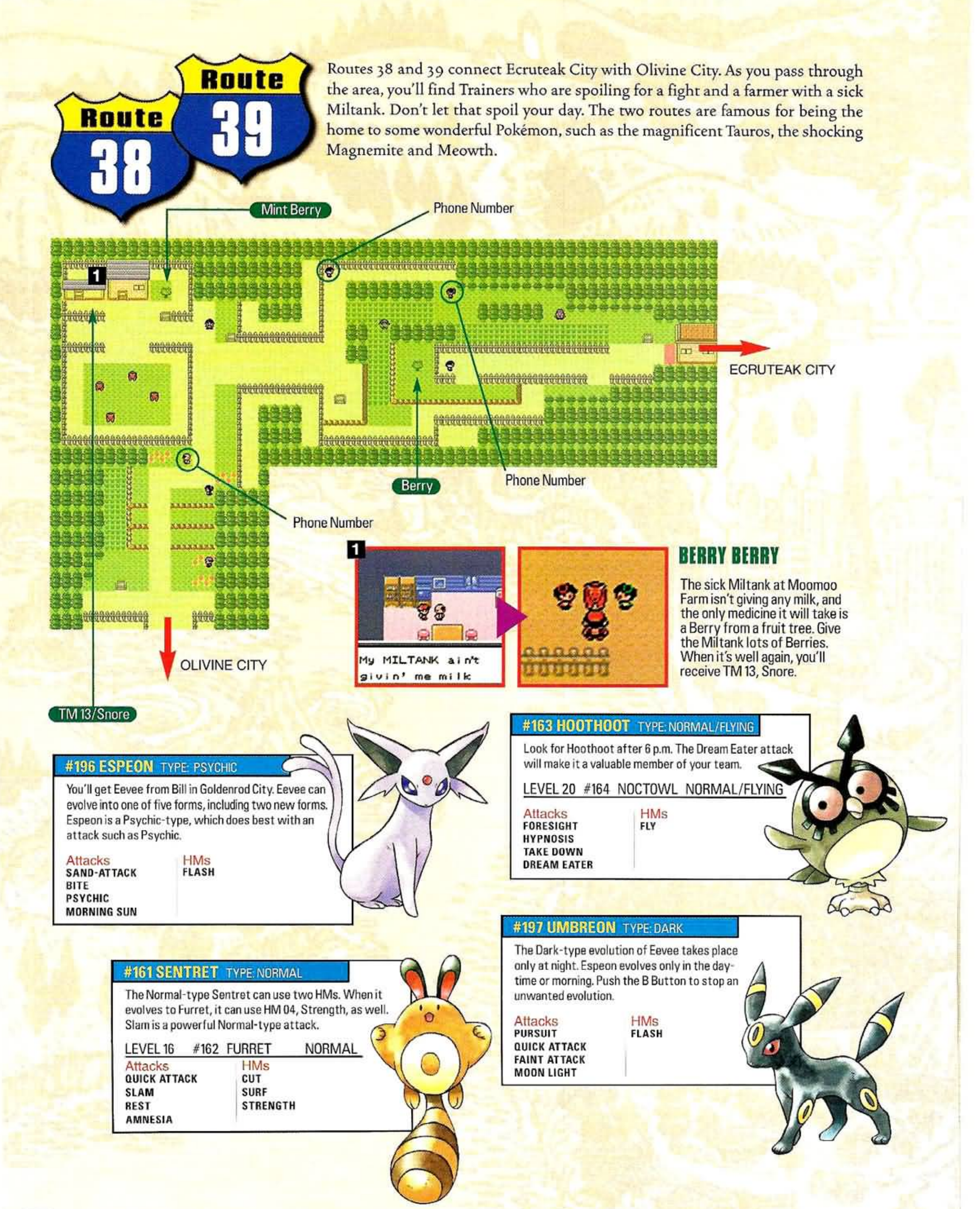
Attacks	HMs
BITE	CUT
SLASH	SURF
SCREECH	WHIRLPOOL
HYDRO PUMP	STRENGTH



Fourth Gym Leader, Morty



It isn't easy reaching the Gym Leader in Ecruteak City. There is an invisible floor you must follow. The clue, "Move toward the eyes," is a hint telling you to walk toward the Trainers' faces. Use Psychic- and Ground-types to battle the Ghost-type Pokémon you encounter in the Gym.



Route 38 Route 39

Routes 38 and 39 connect Ecruteak City with Olivine City. As you pass through the area, you'll find Trainers who are spoiling for a fight and a farmer with a sick Miltank. Don't let that spoil your day. The two routes are famous for being the home to some wonderful Pokémon, such as the magnificent Tauros, the shocking Magnemite and Meowth.

BERRY BERRY

The sick Miltank at Moomoo Farm isn't giving any milk, and the only medicine it will take is a Berry from a fruit tree. Give the Miltank lots of Berries. When it's well again, you'll receive TM 13, Snore.

#196 ESPEON TYPE: PSYCHIC

You'll get Eevee from Bill in Goldenrod City. Eevee can evolve into one of five forms, including two new forms. Espeon is a Psychic-type, which does best with an attack such as Psychic.

Attacks	HMs
SAND-ATTACK	FLASH
BITE	
PSYCHIC	
MORNING SUN	

#163 HOOTHOOT TYPE: NORMAL/FLYING

Look for Hoothoot after 6 p.m. The Dream Eater attack will make it a valuable member of your team.

LEVEL 20 #164 NOCTOWL NORMAL/FLYING

Attacks	HMs
FORESIGHT	FLY
HYPNOSIS	
TAKE DOWN	
DREAM EATER	

#197 UMBREON TYPE: DARK

The Dark-type evolution of Eevee takes place only at night. Espeon evolves only in the day-time or morning. Push the B Button to stop an unwanted evolution.

Attacks	HMs
PURSUIT	FLASH
QUICK ATTACK	
FAINT ATTACK	
MOON LIGHT	

#161 SENTRET TYPE: NORMAL

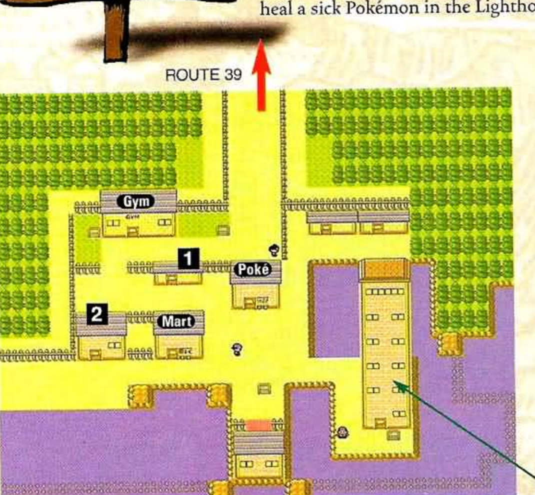
The Normal-type Sentret can use two HMs. When it evolves to Furret, it can use HM 04, Strength, as well. Slam is a powerful Normal-type attack.

LEVEL 16 #162 FURRET NORMAL

Attacks	HMs
QUICK ATTACK	CUT
SLAM	SURF
REST	STRENGTH
AMNESIA	



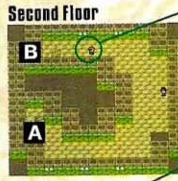
Olivine City is the Johto port closest to foreign lands, but you won't be able to take the S.S. Aqua to reach Kanto until you defeat the Elite Four later in the game. On your first trip to Olivine, you'll want to collect HM 04, Strength, and the Good Rod. You'll also have to help Jasmine, the local Gym Leader, heal a sick Pokémon in the Lighthouse.



First Floor



Second Floor



Third Floor





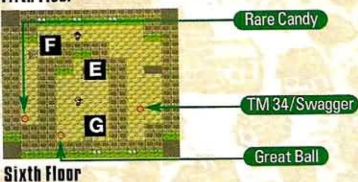
Heal the Pokémon

Before you can challenge Jasmine in the Gym, you must go to Cianwood City and get the Secret Potion from the pharmacy. Take the medicine to the top of the Lighthouse when you return.

Fourth Floor



Fifth Floor



Sixth Floor





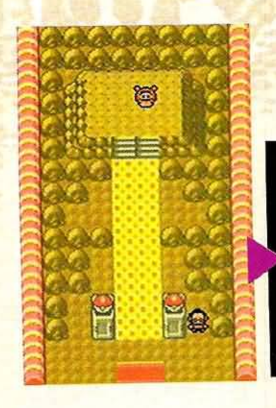
Good Fishing

If you want to catch stronger Water-type Pokémon, you'll need a better rod. The man in the hut is willing to part with the Good Rod. He's had 30 years of good luck with it.

Pump It Up

2

The man at the Inn will give you HM 04, Strength. Assign Strength to one of your Pokémon before heading to Route 40. You'll need to push stones when you reach Cianwood City.



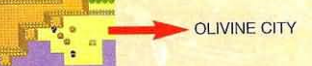
Fifth Gym Leader, Jasmine



Once you've helped her heal the sick Pokémon in the Lighthouse, Jasmine will see you in the Olivine City Gym. Her favorite Steel-type Pokémon are weak against Fire-, Water- and Electric-types. If you win, you'll earn the Mineral Badge and TM 23, Iron Tail.



The watery route to Cianwood City in the southwestern corner of Johto is filled with Tentacool and Tentacruel. Swimming Trainers are everywhere, and mysterious whirlpools protect Whirl Islands. Once you have HM 06, Whirlpool, you'll be able to reach the island and try to uncover its secrets.



#154 MEGANIUM TYPE: GRASS

The final evolutionary form of Chikorita is the powerful Meganium. Solar Beam is an awesome attack against Water-, Ground- and Rock-type foes.

Attacks	HMs
RAZOR LEAF	CUT
SYNTHESIS	FLY
BODY SLAM	STRENGTH
SOLAR BEAM	



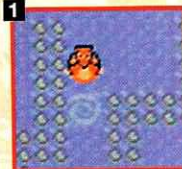




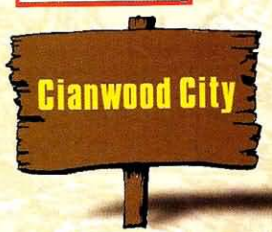
SWIM MEET

The sea between Olivine City and Cianwood City is a great place to earn money. Bring an Electric-type Pokémon with you to fight the Water-types you'll meet, and use the Amulet Coin to double your earnings.

Whirl Islands



After defeating the Gym Leader in Mahogany Town to earn the Glacier Badge, you'll have the ability to use Whirlpool outside of battle. You'll be able to reach Whirl Islands, where it is rumored that Lugia dwells.



Cianwood City looks like a safe haven after the long swim through Route 40, but it's not all fun and games in the sunny south. One of the best Hidden Machines in the game is available in Cianwood City—HM 02, Fly—and you must defeat Chuck to get it. With Fly, you'll be able to travel as the crow flies.

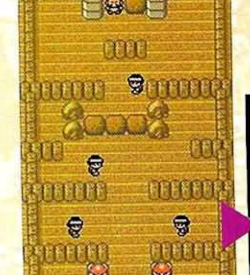


Pharmacy

The Pharmacy has one main purpose—it's where you get the Secret Potion to take to the sick Pokémon in Olivine City. The other medicines in the shop include useful items such as Revive and Full Heal.

What's up? Need some medicine?

Potion	300
Super Potion	700
Hyper Potion	1,200
Full Heal	600
Revive	1,500



Sixth Gym Leader, Chuck



Chuck and the other Trainers in the Cianwood City Gym use a mix of Pokémon including Hitmonlee and Hitmonchan, Machoke and Machop, Mankey, Poliwrath and Primeape. Use Pokémon at Level-30 or higher with Water-, Grass- and Psychic-type attacks. You'll win TM 01, Dynamic Punch.

Catch It All

Whether you're playing the Gold or Silver version, much more lies ahead. After defeating the eight Gym Leaders in Johto, you'll have to reach Kanto and take on the Elite Four of the Pokémon League. Look for continuing coverage of Pokémon Gold and Silver strategies in upcoming Pokécenter columns. And if you want the complete walk-through, check out the Pokémon Gold and Silver Official Nintendo Player's Guide.



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- A cozy **Big Mountain 2000/ Nintendo pullover jacket**
- And a **Big Mountain 2000 Game Pak.**

second prize

Five second prize winners will carve out a **Big Mountain 2000/Nintendo pullover jacket** and a **Game Pak.**



third prize

Fifty third place winners will reach the finish line with a **Nintendo Power T-shirt.**



Photo provided by Big Mountain Ski and Summer Resort.

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The Legend of Zelda: Majora's Mask

WHERE IS THE STRAY FAIRY IN CLOCK TOWN?

The Great Fairy isn't looking like herself when you first enter the Fairy Fountain in Clock Town—the Skull Kid has turned the magical creature into a swirling mess of small fairies. The Great Fairy will reassemble herself only when all her component parts are back in the fountain. You'll need to capture one stray flier in Clock Town to set things right. Its location is dependent on the time of day. You'll find the stray in the Laundry Pool during the day. Hop across the water to reach it. The Stray Fairy can be more difficult to catch at night. Use the Deku Flower in East Clock Town to catch the creature while in flight. If you return to the fountain after you've snagged your quarry, the complete Fairy will reward your efforts by granting you a magical attack that lets you fire damaging bubbles at distant targets.



The Stray Fairy in South Clock Town's Laundry Pool is easy to reach, but be careful as you hop across the water. Deku Scrubs can't swim.



The Great Fairy is far more than the sum of her parts. The rebuilt creature will give you the ability to fire magic bubbles.

HOW DO I GET INTO THE BOMBERS' HIDEOUT?

The Bombers Secret Society of Justice is an exclusive club that wouldn't normally accept a Deku Scrub as a member. Break the gang's species barrier by proving yourself in a game of hardcore hide and seek. Get their leader's attention in North Clock Town by popping a balloon with a bubble blast. He'll be so impressed that he'll let you attempt the gang's initiation test. You'll need to find and catch all five Bombers by dawn of the next day to get a secret code to enter the Bomber's hideout. Two Bombers are in North Clock Town, two are in East Clock Town and one is in West Clock Town.



You'll find Jim, the leader of the Bombers, attempting to shoot down a balloon in North Clock Town. Pop it to earn his respect.



You'll need to take flight to catch a Bomber on the roof in East Clock Town. Another Bomber will try to evade you using chicken power.



After you've found the whole gang, the Bombers will give you the secret code to enter their hideout, which leads to the Astral Observatory.

HOW DO I USE THE DEKU FLOWER NEAR THE CLOCK?



It's not in a Deku's nature to share, so it shouldn't surprise you that the scrub in South Clock Town is protective of his flower. He's a tough nut to crack, but he has a soft spot: his wife. If you can find the perfect gift for her, he'll gladly hand over his property. A Moon's Tear will say he cares enough to wait for a crystal shard to fall to earth—only she won't know you did the waiting for him. Look at the moon through the telescope in the Astral Observatory to witness the cosmic crying. You'll find the tear outside the building.



The Deku Flower near the clock tower will help you reach the building's entrance at a critical juncture, but its owner won't vacate it.



The moon must be blue, because you'll see it crying as you peer through the telescope in the Astral Observatory. Pick up the tear outside.

KEY
BOMBER
STRAY FAIRY

TO BOMBERS' HIDEOUT/ ASTRAL OBSERVATORY

FAIRY'S FOUNTAIN

CLOCK TOWER

NIGHT

DAY

WHY CAN'T I SAVE THE GAME?

The game will automatically save up to the point when you first enter Clock Town as a Deku Scrub, but then you'll have to relive the same 72 hours in town until you win back your ocarina from the Skull Kid. Once you have your ocarina, return to the Happy Mask salesman inside the clock tower. He'll remove your Deku Mask, which will let you play as Link. You'll still have to relive the same 72 hours, but you'll be able to leave town, retain some items and save the game using owl statues.



You must battle the Skull Kid after midnight on the final day to win back your ocarina. Once you have it, it will stay in your inventory.



Once you return to your Link form, you'll be able to activate owl statues with your sword to warp around and save your progress in the game.

HOW DO I MANIPULATE TIME?

There are three ways to manipulate the flow of time in the game, and all of them involve playing tunes on your ocarina. They don't call it the Ocarina of Time for nothing. You may already know the Song of Time from the last Zelda game, but you'll be treated to a flashback sequence in case you forgot. The Song of Time resets the clock to morning of the first day. The Scarecrow will teach you the Song of Double Time and the Inverted Song of Time when you first show it your ocarina. The Song of Double Time warps time forward to 6 a.m. or 6 p.m.—whichever is closest to the time you play the song. The Inverted Song of Time slows down time so that the days last twice as long. You'll find the extra time invaluable when you need to perform a complex series of tasks before the moon crashes down on you.



When you get back your ocarina from the Skull Kid, a flashback sequence will remind you of the Song of Time. Play it to reset the clock.



The Scarecrow knows a couple of good riffs that will help you pass the time or slow it down. The Song of Double Time warps you forward in time.

It's probably a good idea to play the Song of Inverted Time each time you reset the clock to the first day. It gives you twice as much time to play.

HOW DO I GET MY STUFF BACK FROM THE TAKKURI BUZZARD?

If you spend much time wandering around Termina Field, you'll probably run into the thieving Takkuri buzzard. The bird isn't dangerous, but it is exasperating. It will swoop down, steal valuables from you, then soar back into the sky. If the buzzard takes an irreplaceable item—such as your sword—you can either restart the three-day cycle or recover your goods on the black market. Head for the Curiosity Shop if you don't want to go back to the first day. The owner has some familiar items for sale.



The Takkuri buzzard often appears near the entrance to Milk Road in Termina Field. It will rip you off if you aren't careful.



It's pointless to argue with the shady owner of the Curiosity Shop. All you can do is buy back your property and learn from the experience.

Donkey Kong 64

WHERE IS THE SECOND BANANA FAIRY IN FRANTIC FACTORY?

The first Banana Fairy in Frantic Factory—the one in the passage to the numbers game—is easy to find, but the second will remain hidden until Tiny performs a critical task. Shrink the wee Kong so she can enter a tunnel in the Testing area that leads to a target game. You'll need to use your Feather Bow to shoot objects on a spinning dart board to win a Golden Banana. The chalkboard next to the dart board will show you which targets to shoot. If you win the game, a Banana Fairy will appear near Funky's Store.



The darts game in Testing challenges you to hit targets on a spinning dart board. It spins faster each time you hit the correct target.



A Banana Fairy will appear near Funky's Store after you complete the darts game. Use the camera to capture it.

HOW DO I REACH THE MAGIC BEAN?

A Magic Bean you'll need to plant in the Fungi Forest is hidden in a tree stump near the hollow tree. It's up to Tiny to reach the hole on top of the stump, a task that will require some help from her feathered friend, Squawk. Use the Tiny Barrel to shrink down to portable size, then play your saxophone on the Music Pad to call Squawk for a ride. The parrot will carry you up the knothole so you can enter the stump. When you're done Orange-bombing the Klaptraps for a Golden Banana, pick up the nearby Magic Bean.



Squawk will fly you up to the top of the tree stump, but only if you become a Mini-Monkey before you play the saxophone.



Plant the Magic Bean you find inside the stump to create a giant beanstalk elsewhere in the Fungi Forest.

HOW DO I DEFEAT DOGADON THE SECOND TIME AROUND?

The giant dragonfly that harassed Diddy on the Angry Aztec level will return to torment Chunky in the Fungi Forest. Use the TNT Barrels to blast the boss when he lands, then dodge his fireball attacks while he's in the air. After Dogadon's second taste of TNT, a Chunky Barrel will appear and the platform you stand on will begin to disappear into the surrounding lava. You must Primate-Punch Dogadon three times after you turn into Hunky Chunky, hit him with the TNT barrel then Primate-Punch him three more times. If you miss with either the punches or the barrel, you'll burn up in the lava.

Dogadon is a major threat while he's in the air. Dodge his fireball attacks if you want to preserve your melon.



When the Chunky Barrel appears, quickly turn into Hunky Chunky. The transformation will allow you to use Primate Punches.



You'll need to connect with six Primate Punches—three per Hunky Chunky transformation—or you'll be consumed by lava.

Crystalis

WHERE DO I FIND THE FOG LAMP?

The Fog Lamp is hidden in a cave northeast of Portoa, the seaside town where you'll need to use the item to borrow a boat. Starting in Portoa, move up and to the right until you find river rapids to the right of a poisonous bog. Using your recently acquired Ball of Water, power up your Sword of Water to create a bridge, then keep moving right to find the cave. Once you're inside the cave, you'll need to travel through a network of passages and stairs—breaking walls with your Sword of Wind when necessary—before you'll reach a bridge. Go left under the bridge then up the path to find a treasure chest containing the Fog Lamp.



Use the Sword of Water to create a bridge near a poisonous bog outside Portoa, then cross the shallows.



Several breakable walls stand between you and the Fog Lamp. The Sword of Wind will help you smash your way through them.

HOW DO I GET TO SPIRIT ISLAND?

You must have the Necklace of Fate to enter the spooky environs of Spirit Island. Once you've picked up the Love Pendant in a small cave near the Beach Hut, you'll want to complete your jewelry collection in the Town of Joel. The only way to reach Joel is by dolphin, so steer the aquatic mammal north, or up, from the Beach Hut where you first made its acquaintance. Steer slightly left to find a cave in the water. When you enter the cave you'll be in the town of Joel. Go inside the house above the inn to speak with the Elder. She'll hand over the Necklace of Fate. Hop on the dolphin again, then go left from Joel to find a gated cave. Equip the necklace to open the gate then enter Spirit Island, home to the forbidding Town of Spirits.



You'll find a helpful Elder in the unmarked house above the inn in the Town of Joel. After a short conversation, she'll give you the Necklace of Fate. The jewelry opens the gate to Spirit Island.



Make a dolphin voyage to the left of the Town of Joel until you reach a cave entrance blocked by a gate. Equip the necklace in front of the the gate to enter Spirit Island.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

ARMY MEN: SARGE'S HEROES 2

Q: How do I climb enemy guard towers?

A: You can't climb the towers.

Q: How do I drive vehicles in the game?

A: You can't operate vehicles—unless you're playing Army Men: Air Combat.

Q: I'm stuck. What do I do next?

A: If you get stuck, you can always hit the Start Button to pause the game. The pause screen lists your objectives.

X-MEN: MUTANT ACADEMY

Q: Can Mystique change shape?

A: No. She doesn't have that power in the game.

Q: Why does the screen turn red when I fight Cyclops?

A: The screen turns red before he uses his Rage attack.

Q: How do I use the Rage attack?

A: Simultaneously press the A and B Buttons.

CARMAGEDDON 64

Q: How do I earn more races?

A: You must complete all of the races to earn extra missions.

Q: My car is upside down. What can I do?

A: Press the L Button for the Recover function. It will flip your car over then set it back on the track.



DRAGON'S LAIR®
DIRK THE DARING IS BACK!
Control the fate of Dirk the Daring in the long-awaited return of Dragon's Lair, now for Game Boy® Color. The fair princess, Daphne has been seized by the evil dragon, Singe and only Dirk the Daring can rescue her from his clutches. On your quest, you must fight your way through the castle of the dark wizard who has enchanted it with treacherous monsters, traps and other obstacles. Lead on brave adventurer!
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CONTENT RATED BY ESRB
Animated Violence
Suggestive Themes
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DONKEY KONG COUNTRY™

It's All There!

From the Kongo Jungle to the Gangplank Galleon, the complete Donkey Kong Country adventure is included in this faithful GBC adaptation by the developers at Rare. While it may not have the same graphics glitz as the Super NES game, all of the great game play is here. Join Donkey Kong, Diddy Kong and the rest of the Kong clan as they take on King K. Rool's Kremlings in an effort to reclaim their scattered banana stockpile. You'll jump, swing, swim and roll through more than 30 levels of action. Two bonus games, and a barrel full of printer options, add to the fun.

Kong World

Kremkroc Industries Inc.
Gorilla Glacier
Vine Valley
Chimp Caverns
Gangplank Galleon
Monkey Mines
Kongo Jungle

Barrels & Bonuses

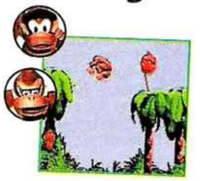
DK and Diddy find barrels that allow them to bowl over Kremlings, call each other for help, mark mid-level milestones and fly over gaps. Bananas, Golden Letters and balloons grant the apes extra lives. Golden Tokens open up bonus areas for more extra life opportunities. Printable stickers are hidden near green bananas.



Kongo Jungle

The trails, tunnels and waterways of the Kongo Jungle offer a challenging introduction to the fast-paced action of Donkey Kong Country. You'll learn all of the basics in a hurry there—collect bananas and other bonus items, toss barrels and confront Kremlings. You can dispatch some Kremlings easily with a B Button barrel roll or a jumping attack. Others require more careful tactics or should be avoided all together.

Jungle Hijinx



Reach for Balloons

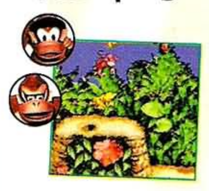
You can roll off ledges then leap long distances in midair. Use the technique from the treehouse to jump across the treetops and collect a total of three balloons.

Balloon Bonus

When you find Rambi, you can charge ahead and into the first wall. The impact will open a passage to a bonus area that includes bunches of bananas and a 1-Up Balloon.

Bonus Areas:	2
No. of Balloons:	5
Hidden Items:	2

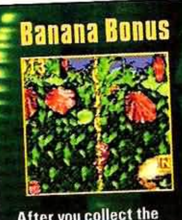
Ropey Rampage



Buried Treasure

Not long after you collect the Golden N, you'll find a hidden tire. Roll the tire and use it to stomp onto the next plateau. A Winky Token will surface.

Banana Bonus



After you collect the Golden Letter O, drop into the next gap between trees. You'll launch into a rope-and-banana bonus area that allows easy access to the Letter N.

Bonus Areas:	2
No. of Balloons:	1
Hidden Items:	2

Barrel Cannon Canyon





Hidden Letter

By climbing into the first launching barrel after the continue point, you can go up, over and down hard to collect the Golden Letter N.

Jump Cut

You can skip over a good section of the level by climbing up the hill left of the start point and launching over the land from a Barrel Cannnon.

Big Banana Bonus



Not far from the Continue Barrel, you'll find a TNT Barrel. Double back one bluff and throw the TNT Barrel against the right wall to open a bonus area.

Bonus Areas:	2
No. of Balloons:	2
Hidden Items:	2

Reptile Rumble



Tire Tumble

Hop onto the tires that are imbedded in the ground to reach high places and cross long gaps. Timing is crucial on your hops.

1-Up Bonus



Throw a barrel against the right wall where you find the Golden Letter K. You'll blast open the entrance to a cave that houses bananas and a red 1-Up Balloon.

Bonus Areas:	3
No. of Balloons:	1
Hidden Items:	0

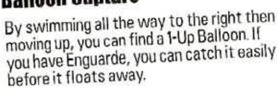
Coral Capers





Enguarde Intro

The first water area is your introduction to the fast fish, Enguarde. Unleash his power to motor through the water with speed and skewer deadly sea life.



Balloon Capture

By swimming all the way to the right then moving up, you can find a 1-Up Balloon. If you have Enguarde, you can catch it easily before it floats away.

Gnawty's Lair

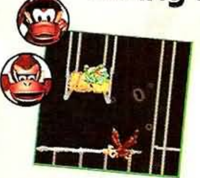


The two-toothed beast who protects the first banana horde will attack with increasing frequency to keep you from claiming his collection. The only way to knock Gnawty out is to land on his head five times.

Monkey Mines

The Monkey Mines offer new challenges for adventurous apes. They include a wild ride on a runaway mine cart, a lesson in tire bouncing and a big finish in a temple's ruins. As you advance through each level, try to remember attack patterns so that every new attempt will have you flying past old challenges and on to new ones.

Winky's Walkway



Jump Start

By unleashing the power of Winky, the frog, you can jump higher and farther, allowing you to collect more bananas than you could reach if you were flying solo.

Bananas-Aplenty



Shortly after you pass the Continue Barrel, you'll reach a vertical line of bananas. Use Winky to jump straight up to a banana-filled bonus area.

Bonus Areas:	1
No. of Balloons:	0
Hidden Items:	0

Bouncy Bonanza



Rubber Roll

After the Golden O, you'll find a tire that you can roll. Jump onto it for high-flying access to the Continue Barrel and other lofty goals.

Bonus Bananas

If you bounce off one of the enemies near the Golden Letter K, you can land hard under the letter and uncover a buried bunch of bananas.

Three-Barrel Bonus



When you reach the place with the pair of Zingers that move up and down, drop down with a barrel and throw it at the right wall to open up a bonus area.

Bonus Areas:	3
No. of Balloons:	1
Hidden Items:	3

Stop and Go Station



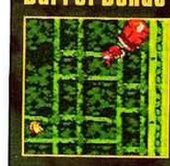
Off Switch

By hitting the "Go" Barrels in your path, you can switch them to "Stop" and freeze the ultramean RockKrocs in their tracks for a few moments.

Skip Rocks

Not long after the third DK Barrel, you'll encounter three RockKrocs on floating rocks. Switch the nearby "Go" Barrel to shut down the Krocs, then start jumping.

Barrel Bonus



After the Continue Barrel, grab a barrel and climb down until you hit a wall. Throw the barrel against that wall to open up the entrance to a bonus area.

Bonus Areas:	2
No. of Balloons:	0
Hidden Items:	0

Mine Cart Carnage





Give Me a "G"

The last Golden Letter in the area is at the edge of a short gap, before an overturned cart. You must jump at the last moment to collect the prize.



Low-Flying Balloon

On the second jump after you collect the Golden Letter N, aim for the lower of two tracks. You'll be able to collect a 1-Up Balloon for an extra life.

Millstone Mayhem

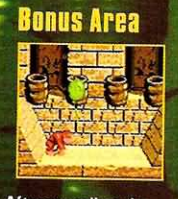




Millstone Maneuver

Millstones float and roll throughout the area. Avoid them at all costs by either running under them or jumping over them.

Bonus Area



After you collect the Golden Letter O, grab a TNT Barrel and take it to the next hole with a millstone. Throw the barrel against the right wall and enter a bonus area.

Bonus Areas:	3
No. of Balloons:	1
Hidden Items:	2

Necky's Nuts



Necky, the nut-spitting buzzard, sticks his neck out from either side of the room. Go to the far side when Necky appears, then jump over the rolling nut that Necky spits, bounce off the tire and land on Necky's head.

Vine Valley

Beginning with a chain reaction ride from one Barrel Cannon to another, Vine Valley features a collection of dangerous challenges in the air, on the ground and in the water. To survive, you will need quick reflexes, perfect timing and spot-on jumping. There are many extra lives in the areas, so you'll have plenty of chances to make it through the land alive.

Vulture Culture





Bird Boost

By launching from the Barrel Cannons at the right time, you can hit the backs of the vultures and bounce over wide gaps to safe ground.

Bonus K-O-N-G

Roll the first tire to a vertical line of three bananas, then bounce up and off the tire. You'll enter a bonus area where you can start a new collection of Golden Letters.

Bonus Areas:	3
No. of Balloons:	0
Hidden Items:	3

Forest Frenzy

Rope Ride

The level is packed with hanging ropes that slide to the left and right. Wait until the ropes are within reach, then make your jump and move on.

Going Bananas



Bring a barrel to the exit sign for the level. Then double back and toss the Barrel at the first wall that you see. You'll find a banana-filled bonus area.

Bonus Areas:	2
No. of Balloons:	1
Hidden Items:	2

Orang-Utan Gang



Take to the Trees

You'll find Expresso on the bluffs left of the Continue Barrel. Use the ostrich to fly up to the trees.

Bonus Area



A bonus area is hidden near the level's exit. When you reach the exit, climb over the bluff to the left, then blast through the wall to the right.

Bonus Areas:	5
No. of Balloons:	2
Hidden Items:	2

Tree Top Town



Barrel Blast

Several successions of Barrel Cannons span the gaps of Tree Top Town. When you jump into a barrel, watch your target and wait for the right moment to launch.

1-Up Bonus



There is a Barrel Cannon to the left of the start point. Bounce off a Necky to hit the barrel and let it take you to a bonus area. You'll earn a chance to win a 1-Up.

Bonus Areas:	2
No. of Balloons:	0
Hidden Items:	0

Temple Tempest

Underground "N"

Not long after you cross the long gap with three vertical ropes, you'll find a place where you can land hard and uncover the Golden Letter N.

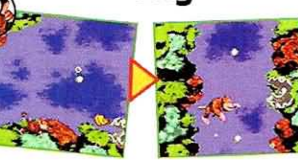
Bonus Area



Shortly after you hit the Continue Barrel, you'll find bananas arranged in an arrow shape over a gap. Drop down to follow the arrow until you enter a bonus area.

Bonus Areas:	2
No. of Balloons:	1
Hidden Items:	1

Clam City



Popping Pearls

Clambos launch pearls in two directions. Approach them with caution and get ready to be evasive when they release their shots.

Bumble B Rumble



Queen B circles her nest until you manage to hit her with a barrel. Then, she'll fly in a zigzag rage, as angry as a hornet. Wait for the rage to subside, then hit her with another barrel.

Gorilla Glacier

The slippery slopes of Gorilla Glacier are host to three snowbound levels, a new swimming challenge, a tour through a dark, subterranean cave and a high-flying hopper in the trees. The key to success in the snow is to watch your feet and make sure that you don't slide over the edge. Extra lives are a little more scarce here than in other areas. Be careful and collect as many bananas as you can find.

Snow Barrel Blast



Slick Surface

If you stop while climbing up a snow-covered slope, you'll begin to slide downhill. Watch your feet and make sure that you don't go over an edge or slide into the path of a Kremling.

Barrels and Bananas



Directly under the Golden Letter N, you'll find a Barrel Cannon that will take you to a bonus area. There, you will have a chance to collect bananas by the bunch.

Bonus Areas:	3
No. of Balloons:	2
Hidden Items:	0

Slipslide Ride



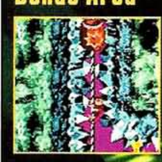
Hidden Token

Not long after you find the Continue Barrel, you can uncover an Enguarde Token. Bounce on the next tire and land hard to unearth the prize.

One-Way Rope

The Slipslide Ride features hanging ropes that will have you sliding up and down automatically. Take them for a ride and jump off if you're headed for trouble.

Bonus Area



After you find the Golden Letter O, you'll cross a wide gap with five vertical ropes. Climb to the top of the fourth rope to find a Barrel Cannon ride to a bonus area.

Bonus Areas:	3
No. of Balloons:	1
Hidden Items:	1

Ice Age Alley





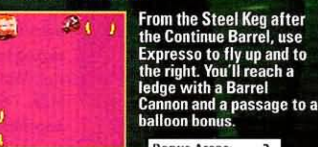
Swing King

There is a collection of ropes that swing at a steady rate. Wait for them to come around to you, then hop on and take them for a ride.

Left, Then Right

A small section of the level is to the left of the start point. Go there to find bananas, the Golden Letter K and Expresso in a crate. You can use the ostrich to reach new heights and collect all of the bananas in the level.

Blast Off Bonus



From the Steel Keg after the Continue Barrel, use Expresso to fly up and to the right. You'll reach a ledge with a Barrel Cannon and a passage to a balloon bonus.

Bonus Areas:	2
No. of Balloons:	1
Hidden Items:	0

Croctopus Chase





False Wall

After you pop through the second set of Barrel Cannons, you can find a place in the wall that you can swim through to collect items on the other side.

Torchlight Trouble





1-Up Bonus

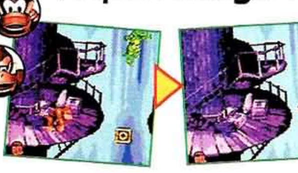
After you hit the Continue Barrel, toss a barrel at the wall to the right of the next DK Barrel. You'll open a passage to another cool bonus area.

Bonus Areas:	2
No. of Balloons:	1
Hidden Items:	0

Avoid the Oil

Flaming barrels of oil are bad news. Some flames flicker. Others burn constantly. Steer clear of the fire by hopping over the barrels when you are close enough.

Rope Bridge Rumble



Go for the O

The Golden Letter O is between two platforms, at platform height. You can collect it with a Diddy Kong cartwheel and midair jump.

Gnawty's Rampage



When you stomp on the bouncing beaver, he will jump higher and faster. Try to stay in the center of the room and out of his path. When he is low to the ground, seize the chance to stomp him again.

Kremkroc Industries Inc.

The factory frenzy of Kremkroc Industries Inc. takes you through one industrial wasteland after another. The many challenges include riding on moving platforms, elevators and mine carts where timing is very important. You'll also take a swim through the hazardous waters of Poison Pond. Collect balloons, bananas and Golden Letters while you can. Extra lives are scarce in later levels.

Oil Drum Alley



Bounce over Flames

One section of the level features a pair of flaming oil drums on raised platforms. Use tires to bounce over the drums and avoid the flames.

Double-Barreled Bonus



Keep climbing after you collect the K. When you uncover a hidden TNT Barrel, throw it against the left wall. Then, go for the single banana in the bonus area for another bonus.

Bonus Areas:	3
No. of Balloons:	2
Hidden Items:	7

Trick Track Trek

Platform Path

The only way to navigate the bulk of the Trick Track Trek is to ride a platform over the void. When you jump, be sure to land back onto the platform.

Bonus Balloons

You'll face off with Manky Kong near the level exit. After the confrontation, drop off the ledge to launch to a bonus area and a chance to earn balloons.

Bonus Areas:	3
No. of Balloons:	1
Hidden Items:	0

Bird Battle

The factory is full of Neckys. They fly low, right over the platform. You can stomp them or try to duck under them if you don't want to lose your footing.

Elevator Antics



Zinger Swarm

Zingers are out in force. The best way to deal with the mean creatures is to watch them move and get out of their way.

Bonus Area



After you go through a collection of three tight squeezes, you'll reach a wide gap with three ropes and three Zingers. Jump right of the last rope to enter a bonus area.

Bonus Areas:	3
No. of Balloons:	1
Hidden Items:	2

Swimmers Beware



Semimurky Waters

The unnatural waters of Poison Pond are loaded with hazards, including several sharp traps. Time them out, then swim when the waters are clear.

Mine Cart Madness

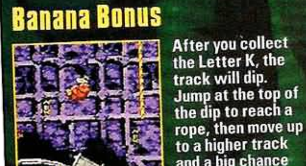




Jump the Rails

There are a number of wide gaps in the Mine Cart Madness track. Much of the time, you will have to hit the A Button and take a leap of faith when you reach a gap.

Banana Bonus



After you collect the Letter K, the track will dip. Jump at the top of the dip to reach a rope, then move up to a higher track and a big chance for more bananas.

Bonus Areas:	3
No. of Balloons:	1
Hidden Items:	0

Blackout Basement



Find a Vowel

If you've come to the Continue Barrel, you've gone past the Golden Letter "O". Backtrack and land hard on the platform to the left of the barrel to get the letter.

Banana Bonus



Near the end of the level, you'll encounter a series of four tin platforms. Ride the last platform as it falls to reach a big bonus area.

Bonus Areas:	2
No. of Balloons:	0
Hidden Items:	2

Boss Dumb Drum



The toxic container slams down to the ground with increasing frequency, then releases Kremlings by the pair. Avoid the drum and stomp the Kremlings. You'll win after five attacks.

Chimp Caverns

The final collection of areas cranks up the level of difficulty with even more moving platforms, wider gaps and trickier enemy encounters. The areas include four mining levels and two natural caverns, including the all-new Necky Nutmare level that you will discover on your way to another battle with the big bird. Survival through all of the areas requires nearly perfect timing and very accurate jumping skills.

Manic Mincers



Rambi Relief

While not even the thick-skinned Rambi is impervious to the crushing Mincers, the rhino will give you one extra layer of protection.

Croc-Stomp Bonus



After you hit the Continue Barrel and survive two sets of rotating Mincers, drop into the pit and toss a barrel at the right wall to open up a bonus area.

Bonus Areas:	3
No. of Balloons:	2
Hidden Items:	0

Tanked Up Trouble



No Gas, No Go

The moving platform in this level is gas-powered. To keep it motoring, you must collect the Fuel Barrels. If you don't, you'll go down with the platform.

Four-Barrel Bonus



Right before the platform takes its first turn upward, drop off the platform to the right. You'll fall into an opportunity to earn a 1-Up.

Bonus Areas:	1
No. of Balloons:	1
Hidden Items:	0

Misty Mine





Beat the Drums

The enemy-spitting drums are nasty. You can clear them away by hitting them with explosive TNT Barrels. That will net you a Rambi Token.

Loopy Lights



Synchronized Kremlings

The Klap-Traps in the lights-on/lights-off level jump when you jump. Be cautious and try to deal with them while the lights are on.

Platform Perils



Crush the Krushas

You'll want to clear away the Krushas on the platforms before you jump the gaps. Toss Barrels over the gaps to knock the creatures from their perches.

Bonus Area



Jump to the left of the first tin platform to land onto another tin platform. Ride that platform under the scaffoling, then hop into a bonus area.

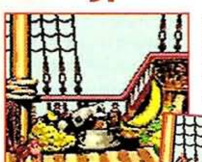
Bonus Areas:	2
No. of Balloons:	0
Hidden Items:	0

Necky's Revenge



The new Necky spits out more nuts every time you stomp him. If you stomp him once, he'll spit two nuts. Stomp him twice—he'll pelt you with three nuts. Jump over the nut barrage and keep stomping!

Gangplank Galleon



Once you've collected the missing bananas, you'll face off with King K. Rool for the whole bunch. He has three different attacks: crown throw, jumping attack and falling cannonballs. Avoid his attacks and stomp him when he is not wearing his crown.

Keys to Survival

Some sections of Donkey Kong Country can be quite tricky and may require several tries before you complete them. Remember to collect all of the life-giving bananas, Golden Letters and balloons that you can find, and seek out every bonus area. By building up plenty of extra lives, you'll have a better chance to go into the late rounds of this rumble in the jungle.


SCHOLASTIC PRESENTS
ANIMORPHS™
THE INVASION HAS BEGUN!
ON GAME BOY COLOR
You are earth's only chance for survival against an alien invasion. Join the Animorphs and feel their morphing power as you confront the evil Yeerks. With your help, the Animorphs can win this battle.
Watch out for live wires! Find the Crystal!
HORK-BAJIR
EXP. 97
HEALTH
COYOTE
GROWL
BITE
SCRATCH
BURROW
SELECT AN ATTACK
FIGHT
RUN
The ALIENS are attacking! Get ready!
GAME BOY COLOR
ANIMORPHS
RP
ONLY FOR GAME BOY COLOR
scholastic.com/animorphs
SCHOLASTIC
GAME BOY COLOR
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.
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ARENA are you game?

the CHALLENGES

1



Mickey's Speedway USA
Speediness in Seattle

Just a couple of states away from Disneyland is Seattle, and that's where you'll need to meet up with Mickey and the gang for December's challenge. Tear up the streets of the Emerald City, then send in a photo of your record time. Visit Arena online to see the reader scoreboard.

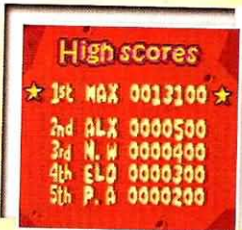
2



Tom and Jerry: Fists of Furry
Look What the Cat Dragged In

Tom and Jerry's rumble is tougher than you'd think. If you don't believe it, try unlocking all of the characters by playing through One-Player Mode with every critter. To prove you've got paws of power, photograph the Vs. Mode screen so it shows that all fighters are accessible.

3



The Flintstones: Burgertime in Bedrock
Yabba-Dabba Delicious

In the Flintstones version of the arcade classic, Burgertime, you'll assemble bronto burgers through the courtesy of Fred's two feet. Stroll across the ingredients to slap together some modern-storic meals and a dino-sized score.

TWISTED CHALLENGES

In Luigi's Engine Room in Mario Party, can you collect more than 350 coins in a 20-turn game?

from Stanley Huang, Los Altos, CA

In Kirby 64: The Crystal Shards, can you snowball over 10 enemies in a single roll using the double Ice Power Combo?

from Tym Blanchard, Walnut Creek, CA

Challenge Scoreboard

THE LEGEND OF ZELDA: OCARINA OF TIME
Finished Game with Three Hearts and No Continues (Vol. 118)

Daniel Szirti, N.D. Ile Perrot, PQ
Ben Tague, Port Byron, IL
Michael Thomsen, Castro Valley, CA
James Torti, Fort Worth, TX
Ross Turner, Franklin, MA
Justin Vail, Boiling Springs, PA
Anthony Vargas, New York, NY
Chris Vavra, Woodridge, IL
Matt Visnovsky, Ponte Vedra Beach, FL
Michael Wahl, Pittsburgh, PA
Joe Werner, New Port Richey, FL
John Whalen, Brewster, NY
Christopher Woodard, Kansas City, MO
Brandon Worthington, Aurora, CO
Danny Zeniser, St. Charles, IL
David Zwicke, Oak Creek, WI

SUPER SMASH BROS.
Unlocked Ness (Vol. 120)

Brian McInnis, Newton, NJ
Patrick McKee, Largo, FL
Alex Meacham, Mineola, TX
Doug Miller, Wyandotte, MI
Chris Mogush, Trafford, PA
Ian Monagham, San Leandro, CA
Matt Monahan, West Palm Beach, FL
Jeffrey Monhait, Wilmington, DE
Moi Munoz, Santa Barbara, CA
Steve Murphy, Cullom, IL
Vincent Niou, Palo Alto, CA
Benjamin Norris, Warsaw, IN
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Robby Nowakowski, Northville, MI
Josh Olcott, Parkersburg, WV
Kyle Park, Aromas, CA
Sam Parnell, Coppell, TX
Matthew Partin, Fort Atkinson, WI
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Matthew Putty, Tucson, AZ
Tariq Rafiq, Chicago, IL
Brian Reece, Wilmington, DE
Danny Reid, Bloomington, IL
Michael Reilly, Iselin, NJ
Ronel Resurreccion, Lancaster, CA
Joe Ridino, Ione, CA
Patrick Riley, Hopkinsville, KY
Seth Rios, Medley, FL
Kyle Robertson, St. Paul, MN
Ryan Rogalini, Oklahoma City, OK
Joey Ross, Lyndhurst, OH
Brian Matthew Rowe, Blounts Creek, NC



POKéMON LINEUP

It's one thing to catch 'em all, and it's another thing to be able to tell 'em all apart. Each list of clues accurately describes one of the Pokémon in the corresponding lineup. Use the process of elimination to identify the mystery Pokémon that fits the bill.

1. Is male, has a mouth, doesn't have a nose, a tail or gloves

2. Is a Rock-type, not a Grass-type, not a Bug-type, not a Ground-type, not a Water-type

ALSO KNOWN AS...

The following clues are literal ways of rephrasing the names of well- known Nintendo games. For example, "A male deer's blunder" is just a fancy, roundabout way of saying "Buck Bumble." (Get it? A buck is a male deer, and blunder is another way of saying bumble.) The new names are sort of like crossword puzzle clues. See if you can catch their meaning to identify the game name in disguise.

1. Obliterating hat 64
2. Dr. Jones's speed contest 2K
3. This year's basketball fruit spread
4. The clue-leaving dog's siblings 2K
5. That Romano dude
6. The zodiac sign for Anakin's podracing mojo
7. Virtual striped cat
8. Loud noise from the Hoover Dam
9. Grave robber
10. Nonporous equipment of hard rockers
11. Art created by celebrities 64
12. Toupee rodents in the City of Lights

ANSWERS TO VOLUME 138

Hidden Pokémon Names
Lugia: "...the **flu. Gia**nt viruses..."
Persian: "...whis**pers, I an**swered..."
Ditto: "I di**d it, to**o!"
Mew: "...just like **me! W**henever..."
Marill: "...like **Omar—ill** and..."
Growlithe: "...beginning to **growl. It he**lps..."
Koffing: "...too**k off. In G**ina's..."
Slowbro: "...wa**s low. Bro**ken..."
Gloom: "...an i**gloo. M**aybe it..."
Venonat: "...tiny o**ven on a t**able..."
Abra: "Gina had to gr**ab Ra**ndy..."
Oddish: "...look **odd. I sh**ould..."
Golem: "Let's **go! Lem**ons!"
Blastoise: "...the tu**b last. 'O is e**verything..."
Tentacool: "...pretty po**tent. A cool** feeling..."
Tangela: "...the drink's **tang el**apsed..."
Paras: "...my Pokémon s**par. As** they..."
Sentret: "...been ab**sent ret**urned..."

Where Am I?

The Legend of Zelda: Majora's Mask is filled with secret places and situations. To find them, you have to be in the right place at the right time. Can you tell where the mystery screen shot was taken? See if you can figure out how to get there yourself. You can't just enter at anytime of day...



ANSWERS TO VOLUME 139

Pokémon Lineup
1. Tyrogue
2. Sudowoodo

Also Known As...
1. Destruction Derby 64
2. Indy Racing 2000
3. NBA Jam 2000
4. Blues Brothers 2000
5. Rayman
6. Jet Force Gemini
7. Cyber Tiger
8. Hydro Thunder
9. Tomb Raider
10. Metal Gear Solid
11. Starcraft 64
12. Rugrats in Paris

Where Am I?
Mighty Training Center's back room

do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is January 10, 2001. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.

Take a return trip to the desert with everyone's favorite street rat in Disney's Aladdin, a classic Game Boy platformer enhanced for Game Boy Color.

Disney's Aladdin

EVERYONE E CONTENT RATED BY ESRB

Just Deserts

Many useful items are strewn around Aladdin's world. Grab them when you can—much of the game is quite unforgiving.



Hearts

Hearts restore health points to your lamp-smoke health meter.



Gems

Collect Gems then trade them to the Peddlers for other items.



Extra Lives

It never hurts to add an extra life to your roster.

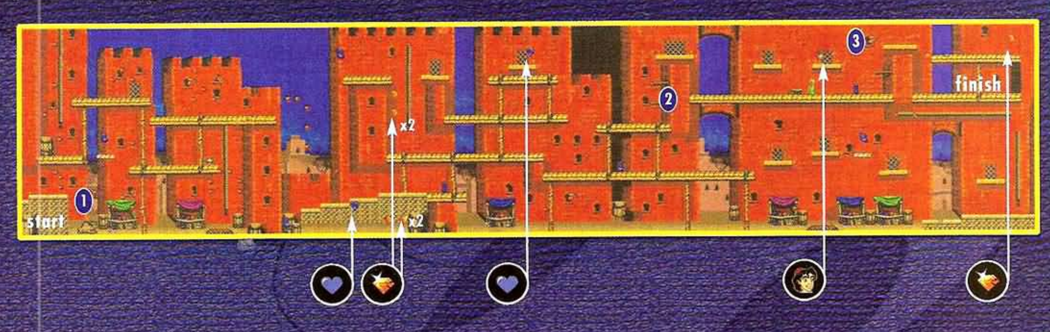
Arabian Heights

The latest version of Disney's Aladdin, while optimized for the Game Boy Color, bears a striking resemblance to the earlier Game Boy game by the same name. The game is definitely more colorful and detailed than the black and white original, and the game play remains as fanciful and fun-filled as the movie that inspired it.



Agrabah Market Level 1

The market is a lousy place to shop—you have to avoid falling pots, hot coals, aggressive soldiers and rogue jugglers to make it through safely. Be careful as you reach the higher elevations. You can fall all the way back to the ground if you don't watch yourself.





Camels

Jump on the camel's back to send a dagger-like projectile at the unlucky soldier to the right.



Flagpoles

Bounce on the flagpoles to reach the higher platforms. They'll get you a little closer to the end of the level on the right.



Disarm

Use your sword or apples on the arms that drop crockery so you don't have to time your movement underneath them.

Agrabah Rooftops Level 3

Your journey around the rooftops depends mainly on riding the magically floating ropes that you activate by finding the proper flutes. As with the market, your final goal is to make it to the exit at the top-right corner of the level. Falling is still a danger, but the ropes help.



Flutes



Find a flute in the level, then find the rope you've activated and ride it. You might need to drop down to find the next rope.

Guard

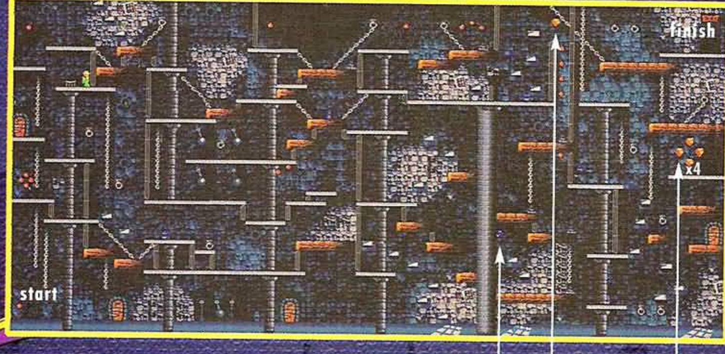


The big guard won't back down, and he'll throw barrels at you Donkey Kong-style while he's at it. Toss apples at him while jumping the barrels to defeat him.

The Sultan's Dungeon Level 4

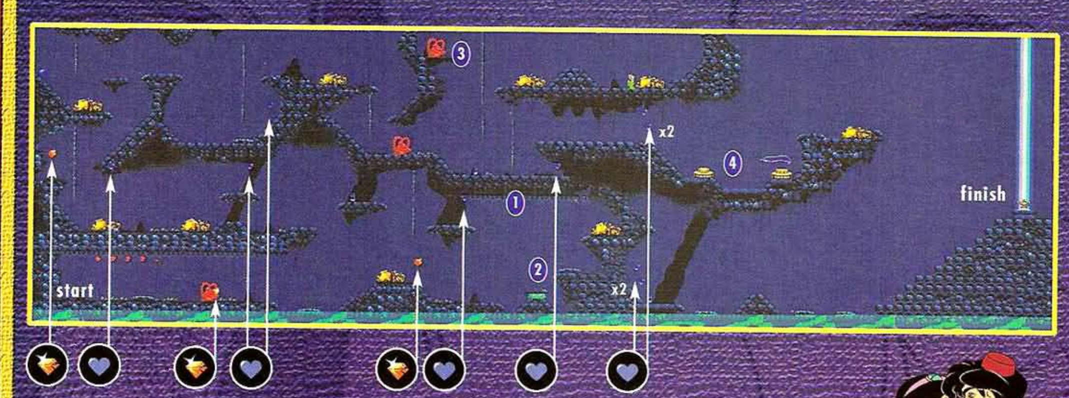
The dungeon is rather large, and the bats that populate it will drain your health if you allow them to. Be sure to pick up the nice cache of gems just below the level's exit.





The Cave of Wonders Level 5

Wonderful as it may be, the Cave of Wonders is also a very dark, dangerous area filled with bats, sharp stalagmites and strange women throwing apples. You will want to pick up the magic lamp at the end of the level.



1 Bat Slash

Stop when you see the bats' eyes glittering ahead of you and slash with your sword to destroy them. You can't use your sword as you walk hand-over-hand.



2 Water Ride

Stand or land on the fountain platforms and ride them up to the higher areas. If the fountain of water doesn't spray, jump up and land on the platform again.



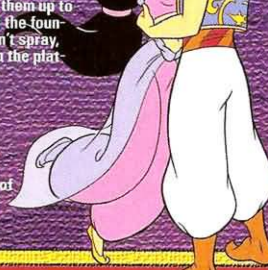
3 Smashing

Smash all three red statues to open the path to the right of the Cave of Wonders. You have to smash them all with one life, because you can't backtrack.



4 Apparition

Keep low in the area between the yellow vases, ducking to avoid the touch—and fireballs—of the floating apparition. Slash it with your sword to defeat it.



Rug Ride Level 7

Take a magic carpet ride with the helping hand of your genie pal. The rug ride starts off at a manageable speed but soon accelerates to a reflex-testing pace. The cresting wave of lava on your trail adds a little extra pressure to your task.



A Few Pointers

The genie points you to safety and good pick-ups by pointing either up or down—but sometimes safety and pick-ups are in different directions. React quickly when the hand points in a direction. When the hand points both up and down, choose down every time.



Throw Rug

Stay in the center of the screen while awaiting the genie's directions. You can easily go either up or down from the middle. Don't get too distracted by the pick-ups either way.

The Sultan's Palace Level 8

Your trip through the palace is quick and rather painless, and most of the hard work is accomplished by the flying carpets you ride. You don't even have to aim for most of the really good items—you'll simply float by them automatically on the carpet.



Spitting Fish

Try to time your jumps so the fish's icky attacks miss you. You can hit the fish with your sword or the apples, but running away works just as well.



Free Ride

Jump on the carpets and ride them until they dump you off. You'll effortlessly zoom through the level. Continually slash your sword to get rid of any enemies you might fly by.

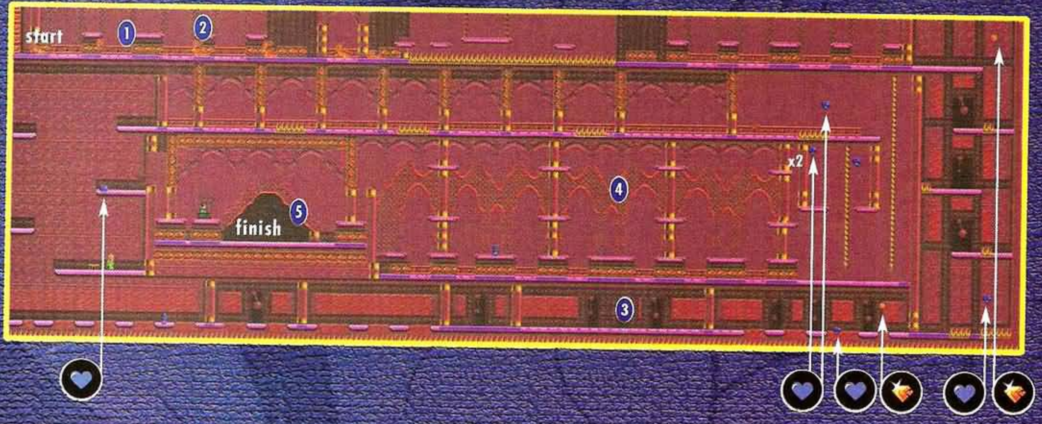
Shop Before You Drop



When you have enough gems, you can purchase extra lives and other cool stuff from the green-robed peddler that appears in nearly every level. Walk over to him—his shop will magically appear out of nowhere, filled to bursting with items you can use.

Jafar's Palace Level 9

The palace of your nemesis, Jafar, is well-guarded, booby-trapped and very large. Often, you'll have more than one problem at the same time—a veil of fire and a sword-wielding guard, for example. Go slowly, don't run ahead blindly, and prepare to repeat the level often until you remember where certain enemies and traps are.





Hide Out

Jump on top of the wide pillars at the start of the level to avoid the wall of fire. Jump from pillar to pillar where you can. When you have to come down, time your move so you don't get burned.



Sour Apples

When approaching the apple-throwing statue women, stand on top of the pillars, move to the edge, then toss an apple to take them out. They won't attack you from a distance, which will give you a distinct advantage.



Ball and Chain

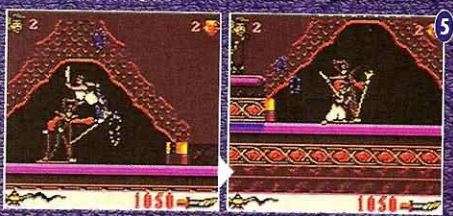
If you time one of the swinging ball and chain contraptions correctly, you'll be able to run directly through all of them without thought—as long as you don't stop moving, which can be tricky.



Feather Duster

While you're on the carpet, you may run into Iago. Swat him with the sword while he's ahead of you—the apples are too inaccurate for the job, and you don't want him flapping around you.

Jafar Out



Jafar's bubble attacks won't bother you much, but his staff packs a wallop. Try to avoid direct contact while getting in a few good hits of your own. Jafar is no weakling—the battle will take a while.

Make a Wish

Bright colors and thoughtful details make Disney's Aladdin a snazzy version of an older Game Boy game. If you've been wishing for a colorful, cartoony platform game for Game Boy Color, your wish has been granted.



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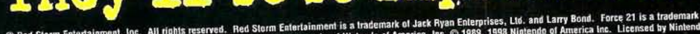


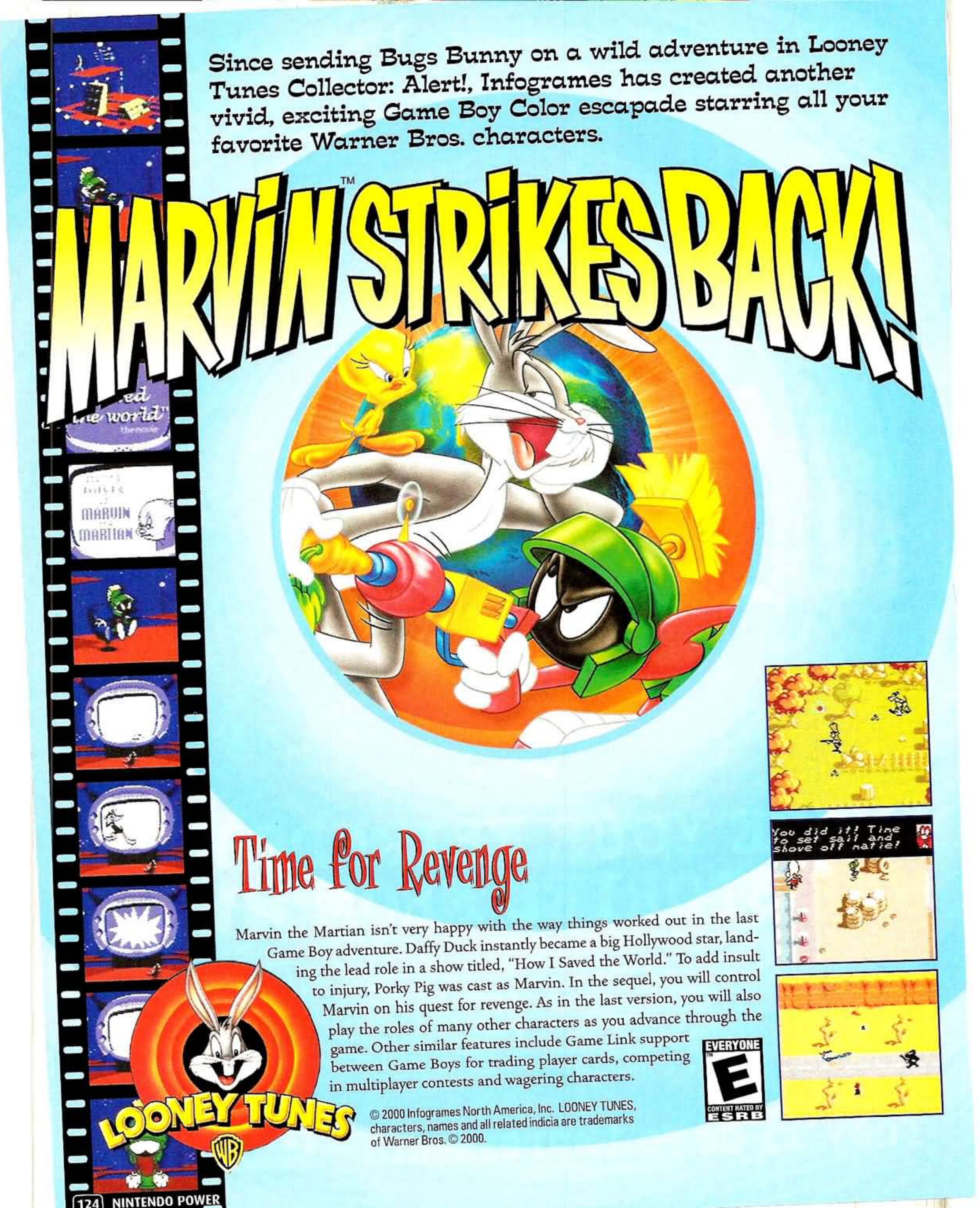
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Since sending Bugs Bunny on a wild adventure in Looney Tunes Collector: Alert!, Infogrames has created another vivid, exciting Game Boy Color escapade starring all your favorite Warner Bros. characters.
MARVIN STRIKES BACK!™
Time for Revenge
Marvin the Martian isn't very happy with the way things worked out in the last Game Boy adventure. Daffy Duck instantly became a big Hollywood star, landing the lead role in a show titled, "How I Saved the World." To add insult to injury, Porky Pig was cast as Marvin. In the sequel, you will control Marvin on his quest for revenge. As in the last version, you will also play the roles of many other characters as you advance through the game. Other similar features include Game Link support between Game Boys for trading player cards, competing in multiplayer contests and wagering characters.
MARVIN MARTIAN
You did it! Time to set sail and shove off matie!
EVERYONE
E
CONTENT RATED BY ESRB
LOONEY TUNES
WB
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124 NINTENDO POWER

Get Hooked

With the combination of a compelling adventure game and addictive two-player contests, Marvin Strikes Back will keep you and your friends occupied for weeks.

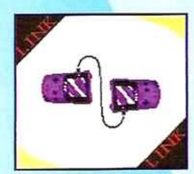


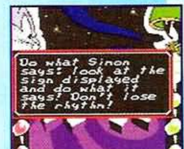




Adventure

The Adventure Mode has plenty of bells and whistles. You'll need to track down helpful items, collect valuable information from friendly and unfriendly strangers, solve complex puzzles and use the varying skills of your available characters. Nintendo Power is here to help you through the first several areas.





Two-Player

With a Game Link Cable or infrared connection, you can battle a friend in several multiplayer games. Test your luck in a version of Simon Says, Musical Chairs or Rock, Paper, Scissors. There are also two-player contests that you can access within the adventure game. Most importantly, you can trade and wager characters to earn special secrets.

Hypnotizing the Earthlings

Marvin doesn't think much of the inhabitants of earth, but he's shrewd enough to know that some earthlings have unique skills that can help him through his journey. Marvin will hypnotize each character he defeats to access a variety of talents. A total of 14 characters are playable.



Photo Gallery



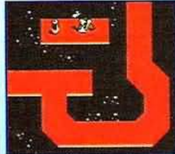
All defeated characters are placed in the gallery, which can be accessed by pressing Start and Select at the same time. You can then trade or gamble with any of the photos you've collected. Obtaining characters will unlock more within the game.

Please Prepare for Takeoff

With his blood boiling, Marvin can think of nothing but flying to earth and vaporizing Daffy Duck. But before Marvin can truly begin his adventure, he must find his trusty companion, K-9, gather a few necessary items and ready his spacecraft for launch.







"Here, Doggy, Doggy!"

The first order of business is locating K-9, because he has the ability to leap across the suspended platforms. To find your four-legged friend, follow the orange path in a clockwise direction. Once you uncover K-9, you can control him by accessing your roster of characters with the Select Button.



Map, Radar, Batteries

Use K-9 to bounce around and find the flying saucer. Once inside, head to the upper right to collect the map. Then take K-9 back outside and let him search the area for the four batteries. Finally, Marvin must use his gun to open a door. Shoot the lever near the green door to uncover the radar.

A Crash Landing

Before liftoff, you must place all four batteries in the engine room. Press the Start Button to access your inventory and the B Button to use an item. Marvin and K-9 will blast off, but unforeseen technical difficulties will send them spiraling helplessly through space, resulting in a crash landing on earth.





The Mission: Roast a Duck

The map below gives you a clear picture of the landscape you'll be exploring. The numbers indicate the order in which you'll arrive at each location. Not only are you hoping to find Daffy, but you must collect a transporter to help you return home!



1 Catching up with Speedy

Marvin is off to search for Daffy Duck while his Martian stays at the crash site to work on the ship. The area is filled with gold and ammunition. In addition, Marvin will have to defeat Speedy Gonzales and Jose Crow.



Mousetrap

Speedy will use his quickness to run circles around you. Stay in one place and fire at him as he approaches. You need to land only three shots to defeat him. Speedy will travel through small pathways, but you'll need K-9 to go underground.



2 Lights, Camera, Action!

After exiting the crash site, Marvin finds himself in a barren town, inhabited only by members of Daffy's film crew and a few skulls. Surprisingly, there are buildings scattered around the wasteland, including a well-stocked store and a hotel where Marvin can get some rest.



Hotel Vacancy

Marvin needs to take a break, so head west and enter the hotel. While conversing with some of the guests, you'll discover that Daffy's crew is filming in the marsh to the northwest. Note that the hotel owner is a collector of bottled boats.

More Than a Store

As you'd expect, you can purchase a variety of items at the store, including supplies and life atoms. But there's more to explore, such as an arcade machine and the Cyber Games Booth, where you can link up with a friend and compete in two-player contests. While playing the cyber games, you can wager characters and inventory items. But keep in mind, all bets are final!





3 The First Encounter with Daffy Duck

After learning of Daffy's location, Marvin is eager to track him down. Travel north through the desert mountains and west into the marsh. Speedy can move through the swampy area better than Marvin, and he can squeeze through the tiny paths that lead to the set.



Dueling with the Duck

Daffy is happily bathing until his new enemy appears. The water can damage Marvin, so be sure not to fall into one of the pools. Remain in one place and keep firing while studying Daffy's pattern of movement. Even after you defeat Daffy, he will escape.







Luck from a Leprechaun

Marvin has little time to be distraught over losing Daffy. Back at the saucer, Martian has detected a piece of the teleporter in the countryside to the north. Unfortunately, Marvin has no idea how to get there. Make your way to the top of the desert mountains and watch for the swirling appearance of a leprechaun. If you hand over ten gold pieces, the leprechaun will reveal a shortcut to the countryside. It's well worth the money!

4 Genie in a Bottle

The countryside is filled with hunters who are eager to take a shot at any non-human creature, so make sure Marvin has plenty of ammo. Travel up and around until you reach a hole in the southwest corner. Then traverse the underground and approach the golden genie's bottle.



Granting Genie's Three Wishes

In an odd twist, the genie will ask you to grant him three wishes. First, return to the store and beat the genie's record in the arcade game. To finish the puzzle in the allotted time, study the picture carefully and reconstruct the design from the bottom up. Once you win the game, the storekeeper will give you a bottle.

5 Road to the Roadrunner

Take the boat in a bottle that the genie gave you and hand it to the hotel owner. In return, he will give you a ticket. Explore the area east of the desert town, which was previously blocked. You'll need to travel underground to cover it all.

Beep! Beep! Grab that Bird!

After surfacing from the hole, you'll battle Manuel Crow. Use dynamite to blast the tree that you anticipate the crow will land on. It's a guessing game, so be sure to have lots of TNT on hand. Once defeated, Manuel will give you seeds that will lure the Roadrunner.









Collect Some Sand

By pressing and releasing the A Button, the Roadrunner can zip across large pits. Travel south until you come across a large pile of sand. You'll be able to gather sand with the bottle you won at the store, fulfilling the genie's second wish.

6 The Three Bears' Fun Fair

Only one wish remains unfulfilled. To obtain the lamp, you must find the Three Bears' Fair. First, return to the countryside by repaying the leprechaun. Then head north until you spot a new rainbow, which will lead to the fair.





Let the Games Begin

Once you arrive, Momma Bear will be waiting to take your ticket. You must win all three contests to receive the lamp for the genie. The first game is easy. Stand to the far right and shoot the ball five times while it's in the yellow zone.





Defeating Papa Bear

The second game is the more difficult. Stay in the center area and keep jumping to avoid the flying candy. Try not to fall off the edge. When you reach the final contest, use Speedy to avoid Papa Bear and reach the lamp.

Return to the Genie

Once you've granted all three wishes, return to the genie to receive a piece of the transporter. Martian will give you a mini flying saucer that runs on sulfur but cannot travel across water. He'll also report that Daffy is located on Mystery Island.



7 From Sand to Snow: Welcome to Blue City

You'll be instructed to head left as you come out of the burrow. Notice that the cop is no longer obstructing the path out of the country. Follow the open road to Blue City, where small pets happily greet guests and every day looks like Christmas.



Stock up at the Store

If you're low on ammunition, be sure to visit the store, because your next few adventures will require lots of firepower. Also purchase some sulfur to fuel your new mini flying saucer. Then take a break at the hotel—you deserve a rest!

8 Delivering Yosemite Sam's Package

To reach Daffy on Mystery Island, you need to sail across water. Yosemite Sam is generous enough to lend his boat, but he'll do it only if you deliver a package to his friend. Navigate east of the countryside to reach Eggbert's farm.



Battle Elmer Fudd

Pay the leprechaun again and follow the rainbow toward Elmer. Confront him with K-9 and try to jump on his head three times. Elmer will run off and return for a second battle. He's an easy opponent.



9 A Hostile Takeover

Yosemite Sam may have been nice enough to offer his ship, but Marvin has no intention of reciprocating the generosity. He plans on becoming the immediate captain of the vessel. But first, he must round up the sheep.



Ready, Set, Draw!

Yosemite has a quick finger, and his bullets have plenty of velocity. Fire a shot between the crates and then move away as fast as possible. Land three shots to defeat him and take control of the boat.



Gathering the Herd

Shoot the lever on the deck to open the first trapdoor. Search the perimeter of the bottom level for a green key, which will unlock the green door in the sleeping quarters. You must find all ten sheep before you can battle Yosemite Sam.





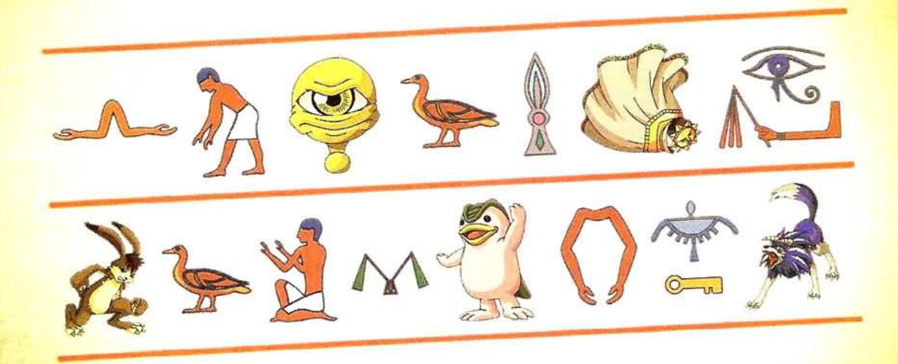
Setting Sail

The ocean is vast, and there's a lot of territory to cover. Your boat can really cruise, but you should watch out for sharks and obstacles. Head southeast to reach Daffy on Mystery Island.





Marvin is so close, he can almost taste roasted duck. But once arriving on Mystery Island, he will learn that his adventure is far from over. He must win a crab-catching contest, conquer a gruesome gorilla and defeat the maniacal Taz. On top of all that, he still must repair his flying saucer!



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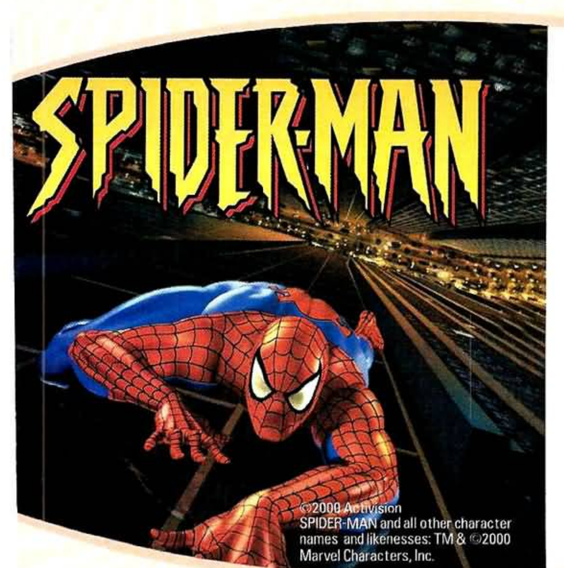

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Game Boy a-Go-Go



More, More, More

Let it snow! Let it snow! Let it snow! It seems someone let it snow down Game Boy Color Paks galore, and it's snowballed into the biggest Game Boy a-Go-Go yet. 'Tis the season to be jolly if you're a Game Boy fan, because December's edition of GB a-Go-Go has more pages and portable Pak profiles than ever before. The year-end blowout runs the gamut of gaming to include characters from comics, TV, toys, arcade yesteryear and the candy aisle of your supermarket. One of the games even deals with World War III. So much for peace on earth this season.



Up the Walls

Peter Parker's Spider Sense must be tingling like crazy. Playing as *The Daily Bugle* shutterbug's arachnid alter ego, Spider-Man, you'll be crawling up the walls to dodge the thugs and supervillains who have infested the city. Activision has taken the Marvel Comics superhero and incorporated all of his wall-crawling and web-slinging moves in an action platformer overrun by Venom and other baddies. And like a comic book, the adventure is unpredictable—levels contain branching paths that can spring new levels and battles on Spidey every step of the way.

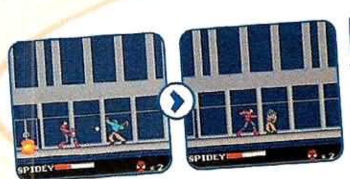






Web Master

During your adventure, you can build ol' Webhead's attack and defense ratings to make him even more of a super superhero. Your ratings won't mean anything, though, if you don't know how to use Spidey's moves.



Caught in the Web

To attack villains without retaliation, tangle them up in your web. By pressing A and B simultaneously, you'll sling out your web. If it hits enemies, it will temporarily snare them.



Sling and Swing

The quickest way to get around is by using your web. If you tap A twice, you'll sling your web into the sky and make like Tarzan by swinging from it.

Amazing Action

When J. Jonah Jameson hears there's trouble in the city, he sends Peter Parker out to photograph the chaos. As Spider-Man, Peter will be able to sling and swing his way where no other reporter would be able to score the scoop.



Spidey Hearts

Throughout the areas are hearts that can refill your health. You can also find hearts by defeating enemies. Large hearts are the most prized of health power-ups, since they'll refill your health meter to the top.



Checkpoint Spidey

It's not easy getting things right the first time around. If you end up depleting your health meter, you'll restart the level at the last checkpoint you swung through. The checkpoints appear throughout the levels and serve as mid-level starting points.



Venom

If you exit the first level via the rooftops, you'll stumble upon Venom. Defeat him by tying him up with your web and attacking. Swing out of reach when he lunges, then repeat the process.



Escape Routes

Spider-Man's levels contain branching routes that enable you to visit new levels. New exits—like a big hole in the ground—can open up, and your adventure route can vary depending on where you decide to swing.





Hidden Passageways

A tricky platformer, Spider-Man is filled with hidden passages and secret areas. Many contain special items, like 1-ups. If you see a Spider-Man head, grab it to earn an extra life.



Golden Spiders

Golden Spiders will grant you temporary invincibility. The auric arachnids often lurk in hard-to-reach places, so comb areas you can't explore on foot by swinging across them with your spiderweb.





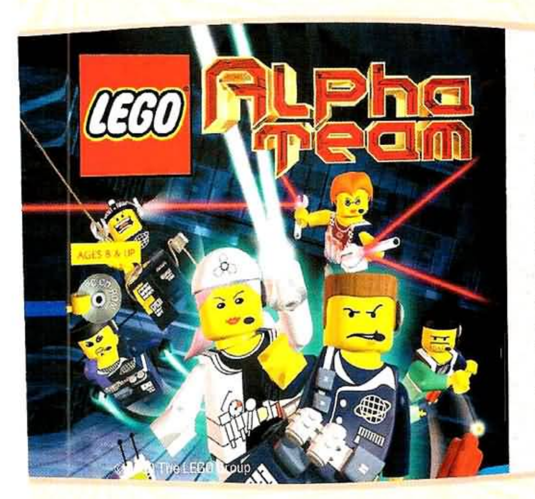
The Lizard

Learn to swing from your web as much as possible. Enemies such as the lizard will have a more difficult time connecting with you if you constantly stay on the move.



Biff, Bam, Pow!

He may be Spider-Man, but he doesn't have eight legs. Two powerful fists will have to do instead. Rapidly hit B to bash your foes, and jump or swing to dodge their attacks.



To the Rescue

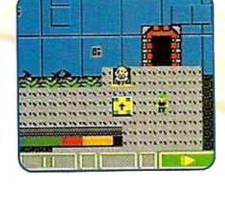
Ruthless Ogel is producing Evil Orbs, and only LEGO Alpha Team can stop him. And they're going to have to do it piece by piece. By placing Direction Changer Tiles, stairs, trampolines and other LEGO pieces in the path of Dash, you can guide the Alpha Team leader to other team members and equipment. With LEGO blocks and puzzle solving as its foundation, LEGO Alpha Team constructs a clever adventure that's true to the you-build-it world of LEGO brand toys.





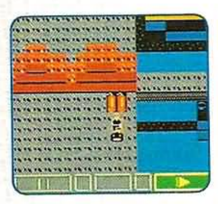
Command Performance

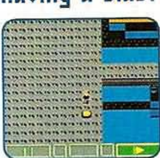
Once you send them on their way, the Alpha Team members in your command will walk in a straight path until they reach a Direction Changer Tile. As their navigator, you must use the limited stepping-stones available in the area to direct your team members to their destinations. And be quick about it, too, or you'll fail your mission.



Opening Doors

If a team member walks into a plunger, a locked door will open. Plot the most efficient path to a plunger and make sure that your person approaches the plunger head on.





Having a Blast

Dynamite placed by a barricade can blast away the wall, but your team member must first walk over a detonator. Each bundle of explosives requires a separate detonator.



Bending Beams

You can activate a plunger if you zap it with a laser that's aimed directly at it. If you can't reach a laser that's placed in front of a plunger, move the laser within walking distance and redirect the beams with mirrors.



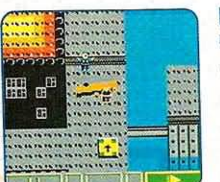
Gravity of the Situation

If stairs aren't handy, mess with gravity to reach higher ground. Place the generator at least one four-by-four square away from the disc unit. Highlight the space between them and hit A to power the units. Once a person touches the generator, another member will be able to float off the disc.



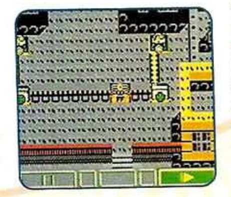
Turbo Tubes

The chutes marked with green arrows are Turbo Tubes that can launch people across gaps when they board them. Place Direction Changer Tiles in the team members' trajectory to prevent them from overshooting their landing.



Seesaw Springing

As long as you have two team members to work with, you'll be able to use seesaws to reach ledges. While one team member sits on the teeter-totter, guide another person to the unoccupied end of the seesaw. That person will then act as a counterweight, catapulting the seated team member.



Generator Gap

Generators also supply power to the green laser units. Generator-driven laser units work like antigravity units, so you must connect them before a team member will be able to fire away. Once you've hooked up the two parts, you can use mirrors to deflect the beams into your target.





Big Beasts

In a world rocked by biohazards and mutated beasts, the only hope you've got is to call in Godzilla. Crave Entertainment's second game based on the animated show, Godzilla: The Series, unleashes the oversized lizard on a cross-country rampage filled with more fire-breathing, helicopter-swatting, tank-stomping terror than before.





Stomping Grounds

With the exception of some minor improvements and new levels, Monster Wars is more of the same stomp-and-scorch action introduced in Crave's previous GBC monster mash, Godzilla: The Series. The most monster-sized of the changes is the welcome addition of a targeting sight for Godzilla's breath.



Shoot Items

When you destroy certain targets, a power-up will appear. If you can shoot it before it disappears you can strengthen your special abilities like the Claw Swipe, Tail Whip and Foot Stomp.





Guard and Fire

Your powers to guard and fire rapidly are limited. Press Left to guard and hit Select to fire quickly. Shoot enemies to refill your Fire Meter and G icons to refill your Guard.



City Nuisance

Ground and air forces will try to stop Godzilla. Ground forces always cruise in from the lower-right corner of the screen, while air raids zoom in from all angles. Though you can Foot-Stomp ground threats, you must use your breath to stop air raids.



Under the Sea

The Foot Stomp won't be useful underwater since the enemies travel above the seafloor. Submarines and mutant squids will fire projectiles at you, so follow up your attacks by guarding if you can't shoot down their missiles.





Tail Whip

If an enemy is hovering around the middle of the screen, you can whack it with your tail. Hit B to perform the Tail Whip, which you can upgrade by finding power-ups.



Big Trouble

Godzilla isn't the only giant monster around. At the end of every world that Godzilla stomps through is an equally large boss beast. Fire away relentlessly to show them who's king of the monsters.



Sky Scraper

The second boss in the city is a sitting target. Use your rapid-fire breath and plug away with regular shots.



Sea Monster

Off the New Jersey shore is a deep-sea creature. Shoot fire at it and protect yourself from its attacks.



Prehysteria

The pterodactyl is small, but it can unleash some big hurt. Aim high and keep up a steady stream of fire to make it extinct.

Looney Tunes Racing

Road Running

It's hard to be vewy, vewy quiet when you're driving a turbo-powered, Acme-outfitted carrot. Infogrames takes the wascally wabbit and a host of other Looney Tunes stars and rolls them out in a go-cart racing game. Beware of falling anvils and other gag whammies, and don't take a wrong turn at Albuquerque.





Highway High Jinks

Rolling over eight courses, including Porky's Farm, Planet X and Gossamer's Castle, Looney Tunes Racing runs you through a wringer of roadways flooded with water, Instant Martians and Acme power-ups. At first, you can undertake the looney lanes using one of four playable drivers. Four more will be available if you manage to rack up enough first-place finishes.



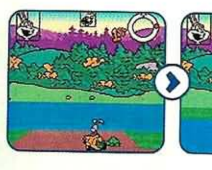
Pick Your Driver

Looney Tunes Racing features eight drivers, but only Bugs Bunny, Lola Bunny, Daffy Duck and Wile E. Coyote are available at the get-go.



Paved with Coins

At the finish line awaits a cash prize. You can also score dough on the go by driving over the coins dotting the streets. You can spend the cash you pocket at Sylvester's shop.



Flying Leaps

It doesn't answer how the chicken crossed the road, but it's a ramp that'll help the rabbit cross the streams that flood the roadways. Ramps are strategically placed at riverbanks. Use them to keep rolling.



Zap-o-matic

You can hold up to two power-ups at a time. When you're driving, hit Select to switch power-ups and B to use one. You have to aim most power-ups, but the shocking Zap-o-matic will slow down anyone who's in range.





Gremlin Trouble

Sylvester sells power-ups, and you can also find them in the boxes on the road. You may even find the Gremlins power-up, which tangles up your opponent in a whirlwind.



In the Garage

Looney Tunes Racing sports three racing circuits—the Fun Cup, Super Cup and Extreme Cup. By winning money in the cup races, you can rake in enough cash for a shopping spree at Sylvester's shop and garage.



New Drivers



Foghorn Leghorn, Yosemite Sam, Marvin the Martian and Taz are available as drivers, but they don't come for free. You have to hire each of them, and Taz is the most expensive, checking in with a 500-coin price tag.



Power-Ups

Sylvester also sells power-ups. Any leftover power-ups you have from your previous race will carry over into the next race, so you won't be able to buy new ones if you already have two whammies on hand.

Sabrina

The Animated Series™

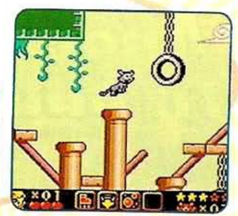
Zapped!

Charmed Life

Game Boy a-Go-Go

It's a game that's based on a cartoon series that's based on a sitcom that's based on a comic book. And that's the least bewildering aspect of Sabrina's bewitching and crafty charmer from Haras Interactive. After bungling a spell, the teenage witch must zap things back to normal, and it's your job—as Sabrina and her cat, Salem—to do the trick.





Bewitched

When her school variety show proves to be a flop with the student body, Sabrina casts a spell on her audience to make the students go wild for her. Backfiring as usual, Sabrina's spell turns the kids into wild animals, so the teenage witch mounts a 16-level supernatural safari to reverse its effects.





Toil and Trouble

You must zap every animal back into a student. Before you can work your magic on the savage beasts, you must conk out the critters by jumping on their heads.



Presents

Zap the gift boxes in the level to reveal health-replenishing hearts, your cat or power-ups. The Springy Shoe is the first power-up you'll find. When you've slipped it on, you can hit A while in midair to jump even higher.



Seeing Stars

Presents also conceal stars. If you find the five that are hidden in the level, your magic power will be charged to the fullest. With maximum juice, you can zap an animal back into a student without having to bonk its noggin first.





Here, Kitty-kitty...

Only Salem can enter crawl spaces and passageways barricaded with kitty blocks. Hit Select to play as Sabrina's cat once you've opened the present that contains him, then hit B to tail-whip the kitty cubes.



Ground Thumping

Every stage introduces a new power-up. In Level 2-1, you'll find the thumping power-up wrapped up in a present. The new ability will allow you to break through stone blocks. Press Down while in midair to thump them away.



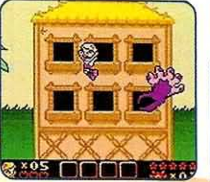
No Broom Required

In Stage 3, Sabrina scours the mall. Since her jumping ability can get her only so high in the multilevel shopping center, she must rely on the area's new bubble power-up. Press Up while in midair to float and hit Down to burst the bubble.



Witchy Warping

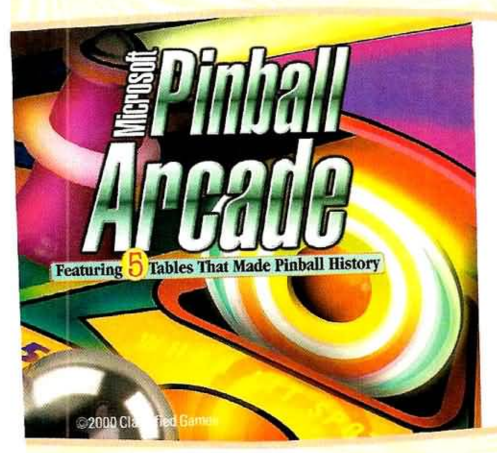
Sabrina won't be able to walk to all of the zoo's areas, so she'll need the warp power-up to get around. Once the brick wall icon is in your magic spell display, you'll be able to teleport through blocks marked with arrows.





Beastie Bosses

At the end of every stage's fourth level is a showdown with a boss beast. Each beastie will try to grab you or hit you with a ball. After it attacks, bop it on the head. When it's dazed, zap it.



FULL-TILT FUN

If you want to bounce through over 50 years of pinball history, you can flip through the historic tables of Microsoft Pinball Arcade from Classified Games. Doing its best to duplicate the ricocheting madness of five revered tables (dating as far back as 1931), Pinball Arcade is a virtual gallery of time-tested bumper setups, drop targets and pure pinball wizardry.

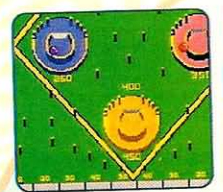
1. What game is the common ancestor of both pinball and billiards?

Answer: Bagatelle was played on a table about the size of a modern billiards table and was slightly raised. Players used a kind of cue stick to shoot balls into holes. To make the game more challenging, players had to shoot around nails that were driven into the table in front of holes.



Pick a Year

Unless you're in a pinball collector's game room, Pinball Arcade is your only chance of playing some of pinball history's most influential boards. All five of the tables are based on real-world pinball machines, and each of the pioneering setups has earned a spot in gaming history.



1931: Baffle Ball



The first widely played pinball machine uses no flippers. Instead, you must simply shoot the ball and hope it lands in a high-value pocket.



1950: Knock Out



By 1934, the tilt mechanism was invented, and the palooka-themed Knock Out table features it. Hit B or Select to give the table a nudge.



1963: Slick Chick



Named after a diner, the Slick Chick features a wide gap between its flippers. Keep the ball in play by perfecting your nudge technique.



1976: Spirit of '76



By the '70s, people were in the spirit of playing multiplayer pinball, and the Spirit of '76 is the first of the GBC game's four-player tables.



1982: Haunted House



Haunted House was the first three-level pinball table. To give you a ghost of a chance, the machine features eight flippers.

History

1933 Rocket (Bally)

The first payout machine hits the market. Though payout machines are popular, gambling tarnishes pinball's reputation.

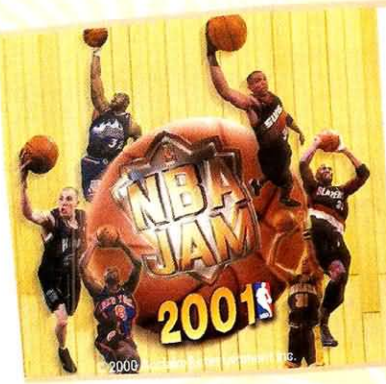
1934 Signal (Bally)

Harry Williams invents the tilt mechanism, which discourages players from shaking the

Fabled Tables

Sure to make pinball enthusiasts flip, Microsoft Pinball Arcade pins down all things pinball: trivia, an in-game playbook (including tips on ball catching and between-the-flipper saves), a gallery of pinball backglass art and a timeline of historic achievements in pinball.





GB B-Ball

Don't settle for nothing but net when you can get turbo-charged players and in-your-face two-on-two b-ball action. On fire with the arcade flair that Acclaim's Jam games are known for, NBA Jam 2001 for Game Boy Color hits the hardwood with pro basketball teams and rosters, spoken commentary and lightning-fast action.





Jam Pak

Jam 2001 sports 29 NBA teams. To change the players you order into the court, select the player you'd like to replace by highlighting him with the Control Pad on the Lineup screen. By tapping A, you can bring up another player on the team. Once you've assembled your lineup, prepare for the tip-off.



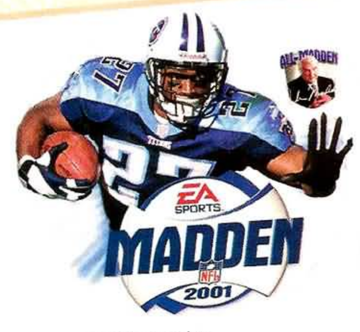
Hoop Dreams

The Turbo feature is what sets Jam apart from other basketball games. The jolt of energy will give your man the boost he needs to drive it to the hoop. The meter at the bottom of the screen keeps track of your Turbo reserve. Press Start to kick it into overdrive.



Game Link Action

NBA Jam 2001 works with the Game Link Cable so you can connect and play with a friend who also has the game plugged in. For solo players, NBA Jam 2001 also delivers Season Mode, Head-to-Head play and Playoffs along with Tag, Fun and Juice Modes.



Mad about Madden

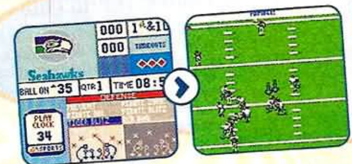
It may be tiny, but EA Sports' Madden NFL 2001 touches down with over 100 yards of big, hard-hitting football fun. Madden is mad about realism, and the gridiron game tackles sim-style play instead of arcade-style action. The game sweats the details, and they pay off in the form of exhaustive playbooks. And for those football fans who never really cared much for John Madden's commentary, his hot air is entirely absent from the pigskin portable.





Hut One!

Though Madden doesn't speak a word in the game, Madden NFL 2001 features spoken calls from the ref. You'll hear decisions when playing any of the game's modes—Exhibition, Season and Playoffs.



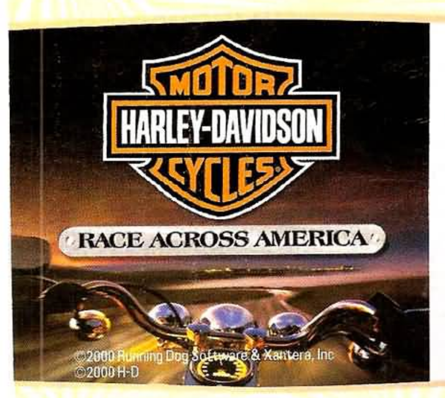
Knocking Helmets

Madden NFL 2001 features plenty of defensive and offensive plays. And if you pull off a particularly good maneuver, you can savor it in Instant Replay Mode.



Get Connected

Like any good sports game for GBC, Madden features a Game Link Mode that lets you play helmet-to-helmet against a fellow armchair quarterback.



Hog Wild

Officially licensed by Harley-Davidson, Infogrames' cross-country cycle rally will take you coast to coast across America and straight into hog heaven. Harley-Davidson Motorcycles Race Across America revs up with a garage full of bikes that you can upgrade, and traffic- and obstacle-filled interstates that take, on average, around four minutes to cross. No one said it would be easy riding.





Rev It Up

You can ride a hog, but you can't be a road hog since the long stretches of highway are filled with cars and barricades. Obstacles appear in either lane, so ride along the center line to give yourself sufficient reaction time and room to move.



It's a Gas, Gas, Gas

Don't expect to drive across the country on one tank of gas. In fact, you'll need several per course. Ride along the shoulder when you spot the red gas signs that warn of the upcoming fuel pump you can drive through.



Born to Be Wild

By placing in a race, you'll win money that you can spend to upgrade your bike's acceleration, speed, steering and fuel capacity.



War Games

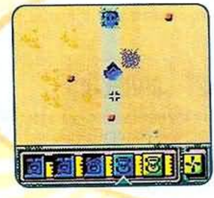
They don't call it military intelligence for nothing. Commanding military units takes thought, and Force 21 is the thinking person's real-time strategy and war game. The latest covert operation from Red Storm, the company behind Rainbow Six, Force 21 drops you into World War III and gives you the power to deploy and destroy.



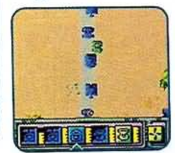


Out in the Field

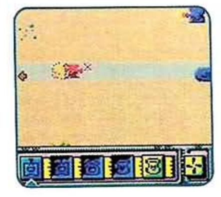
You can play as China or the US, and your missions will vary depending on the side you choose to command. Each mission has a unique objective as well as the constant goal of keeping your troops, tanks, trucks, APCs and other vehicles intact.



Together We Stand



As you set out for your destination, keep your forces close together. You deploy each unit one at a time, and if you send one too far ahead in the field, it may not be able to defend itself from an ambush.



Follow the Arrow

Using your cursor, you can guide your troops to their destinations. On your way, be on the lookout for arrows that pop up on the edge of the screen—red arrows point out the locales of enemies. Try to call in more forces when you spot one.





Rodent Rally

Racin' Ratz is Tyco's line of remote-control stunt machines, and Mattel Interactive's new game puts you in control of the flipping, jumping cars. Full of Tyco ratitude, Racin' Ratz sends you tearing through household settings, like Grandma's Room and the bathroom, in search of ramps, springs and gravity-defying power-ups that'll help you reach collectible items.





In the Rat Race

In each room of the house, you must complete an objective, such as finding Grandma's dentures. The road to your goal is never a direct path, so you must experiment with power-ups.



Road Hazards

Obstacles and hazards, like robots and tanks, will try to stop you from reaching the power-ups that'll get you to your goal. You'll have to restart the level if a road hazard flips you over, so approach them when you're using Invincibilty.



Driving Objectives

By completing the goal for a room, you can unlock another of the game's 10 main courses. The goal item in every room is always out of the way, so you must bounce off footballs, cruise over ramps and use power-ups like the Super Jump, Wall Climber and Ratitude Spin.



Bonus Games

Every area contains a timed minigame. In the Trading Places level in Chris's Room, you can enter a race against the clock for collectibles by driving into the tabletop calculator.



Dirk the Daring

Before he directed *Titan A.E.* animator Don Bluth created Dragon's Lair, one of the first laser disc-based video games to hit America in 1983. The on-screen action was actual pen-and-ink footage of Dirk the Daring, a buffoonish swashbuckler, and the GBC translation captures its cartoonish action.





Move Fast!

As in the arcade version, Dirk's fate depends on the controls you use and whether or not you can nail them when a window of opportunity opens amid the nonstop cinematics.



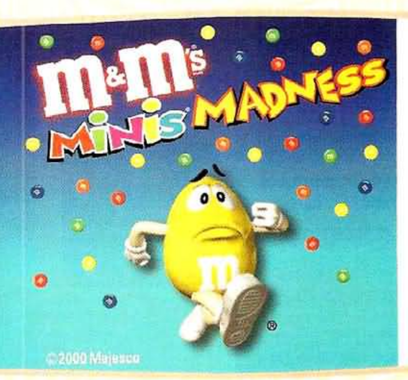
Choose Your Path

When you reach a fork, the proper passageway will flash white. Press the Control Pad in that direction to enter the safe, recommended route. At the pictured fork, press Up to take the middle road.



The Right Reaction

For every situation, there's pretty much only one correct way to react. In enemy confrontations, you usually must face your foe and attack it. Press the Control Pad toward the enemy, then hit A.



How Sweet It Is

The M&M's Minis have stirred up a giant batch of trouble and have scattered about the candy factory. It's up to four M&M's—Red, Yellow, Green and Blue—to use their chocolaty goodness to clean up the mess. If you're sweet on platform action and character switching, you'll eat M&M's Minis Madness right up.




Candy Capers

Each candy character has a unique ability, and you can play as any of them anytime during the game. To switch characters, hit Select, then press the Control Pad sideways to highlight an M&M hero.



Candy Collecting

The M&M's Minis and Plain M&M's you collect count for 10 points apiece. You also have a running total of candies you've found—the Plain M&M's will add five to your tally while the M&M's Minis will add only one.



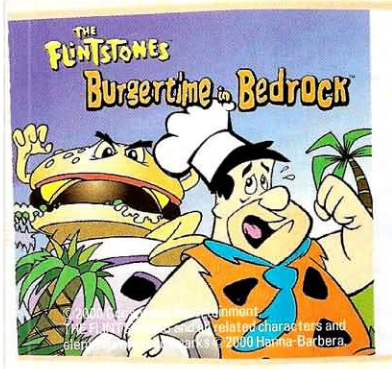

Red, Yellow, Green, Blue

If you can't jump to it, use Yellow. The sunny M&M can backflip off of sacks for an extra springy jump. To shoot crates and obstacles out of your way, use Green.



Flip the Switch

In every level are some levers. Once you've snatched up all of the candies in the area, flip the switches to move on to the next level.



A Dabba-Doo Time

A golden-age arcade game gets a stone-age face-lift in Classified's version of Burgertime. Demoted to kitchen detail at Mr. Slate's Bronto King burger joint, Fred Flintstone is stuck slapping together burgers by walking over the various ingredients. In addition to the modern-storic angle, Burgertime in Bedrock adds new twists, like a power-up that sics Dino on enemies who chase Fred.



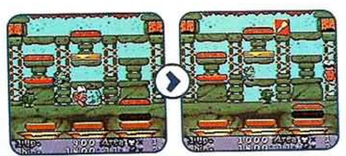

Fast Food

Mr. Slate's fast-food restaurant is overrun by dinosaurs and even the Great Gazoo. All of the unwanted guests are in hot pursuit of Fred to make his Burgertime a rocky one.



Fast Food

Whether you play as Fred or Barney, the game will play the same. The enemies on your tail will never double back or reverse direction, so it's a breeze to find an escape route and anticipate their path.



Patty Whack

If you can't evade an enemy, club it. One whack will put it out of commission for a few seconds, and a single swing can simultaneously clobber enemies to either side of you.


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NINTENDO64

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NINTENDO 64

BANJO-TOOIE

The bear/witch project returns.

GRAPHICS: Banjo-Kazooie looked great to start with, and Rare's follow-up looks just as dazzling.

PLAY CONTROL: Mumbo is now a playable character, though his role in adventuring is minor compared to Banjo and Kazooie's. Both the bear and bird have a full arsenal of new moves to wield, and all of the button combos for them come naturally.

GAME DESIGN: The perfect cross between Donkey Kong 64 and Banjo-Kazooie, BT features a little of the backtracking between levels that DK64 overambitiously played to the hilt. Unlike DK64, BT has refined the cross-level action to keep it bearable and wisely avoids going overboard with the collectibles.

SATISFACTION: Never offering a dull moment, BT is crazier and tougher than the original. The first-person egg-shooting areas and minigames like the submarine shootout make BT wonderfully unpredictable, and the pleasing variety spills over into the multiplayer modes. If there's one disappointment, it's the half-hearted resolve of the Ice Key mystery introduced two years ago in Banjo-Kazooie.

SOUND: With snappy tunes and goofy effects presented in Dolby Surround, BT will tickle your ears as well as your gaming fancy.

COMMENTS:
Chris—*Complex and engaging.* Jennifer—*Some levels are quite tedious.* Drew—*Each level is filled with ingenious surprises.*





OVERALL RATING 9.0

- Rare/256 Megabits
- 1 to 4 players simultaneously
- Rumble Pak compatible
- Dolby Surround
- Play as Banjo, Kazooie and Mumbo
- 9 worlds
- New transformations



GRAPHICS 9.6
PLAY CONTROL 9.0
GAME DESIGN 9.0
SAT. 8.7
SOUND 8.6



HOW IT RATES
Just like the bear and bird's first adventure, Banjo-Tooie is full of cartoonish action that the ESRB deems appropriate for gamers of all ages. The ratings board has rated Banjo-Tooie E for Everyone.



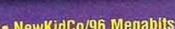
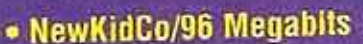
9.8 → Scott
9.7 → Drew
9.0 → Jill
8.6 → Jennifer
8.2 → Oliver

NINTENDO 64

TOM AND JERRY IN FISTS OF FURRY

Fighting games just got a little hairier.

GRAPHICS: Always at each other's throat, bitter rivals Tom and Jerry are right at home in NewKidCo's fighting game, which is a graphical knockout. The lovingly animated cat and mouse sport cartoony, fluid movements (like dizzy spells and the ol' "Who turned out the lights?" reaction) and are placed in brilliant 3-D settings.
PLAY CONTROL: More than just a button masher, Fists of Furry requires precision timing and aim, and the easy-to-master controls handle with feline prowess.
GAME DESIGN: While many 3-D fighting games feature arenas that are too big to keep the action tight and confrontational, Fists of Furry boasts perfectly sized areas that are full of safe spots and danger zones (including booby traps you can lure your opponent into). NewKidCo takes full advantage of the three dimensions so that you're always interacting with your environment.
SATISFACTION: Don't dismiss Tom and Jerry as a children's game. Fists of Furry is great for pros since the CPU competition is particularly fierce and the power-ups and wacky weaponry (like branding irons and raw eggs) add depth and require skill.
SOUND: The swinging big band tunes maintain the manic tempo and classic cartoon feel.

- NewKidCo/96 Megabits
- 1 to 2 players simultaneously
- Controller Pak compatible
- 7 characters
- Numerous weapons and power-ups

OVERALL RATING 8.3

GRAPHICS 7.4
PLAY CONTROL 7.8
GAME DESIGN 8.6
SAT. 9.2
SOUND 8.4



HOW IT RATES Fists of Furry captures the spirit of Tom and Jerry—slapstick tomfoolery that's funny instead of offensive. The ESRB notes that the game contains comic mischief and animated violence but deems it appropriate for Everyone.

NINTENDO POWER STAFF SCORES
9.2 → Jason
9.1 → Jennifer
8.2 → Chris
8.1 → Jill
7.2 → Oliver



COMMENTS:
Jason—*Excellent multiplayer insanity that you can play for hours on end. It's the N64's best 3-D fighting game.*

NINTENDO 64

THE WORLD IS NOT ENOUGH

EA takes over James Bond's license to thrill.




GRAPHICS: Looking as slick as Pierce Brosnan's hair, The World Is Not Enough wows with realistic settings, lifelike animation and inspired cinematics.
PLAY CONTROL: Jumping is a feature that the quintessential Bond game, GoldenEye 007, never had. While the rest of TWINE's controls handle just like GoldenEye, the jump ability rejuvenates the genre with a bit of platform action.
GAME DESIGN: Rare defined the James Bond game with GoldenEye, and developer Eurocom (the company behind superb, overlooked N64 games like Duke Nukem: Zero Hour and Disney's Tarzan) smartly keeps the game's format (Agent, Secret Agent and 00 Agent objectives) and stealthy feel intact. The game adds just the right new touches, like a nonstop skiing level, to shake and stir up the familiar first-person genre.
SATISFACTION: GoldenEye and Perfect Dark are hard games to match, and TWINE meets their standards just enough to please fans of smart shooters. It may not be as difficult as either game, but it's still a blast.
SOUND: The suave music stylings have smoldering Bond appeal, while the spoken dialogue adds a cinematic touch that GoldenEye didn't feature.

- EA Games/256 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements

OVERALL RATING 8.1

GRAPHICS 8.3
PLAY CONTROL 8.5
GAME DESIGN 7.5
SAT. 7.9
SOUND 8.6



HOW IT RATES Never gory or gratuitously graphic, The World Is Not Enough does emphasize plenty of gunplay. Cited for its animated violence, TWINE is recommended for Teen spy game fans and older.



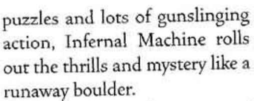
NINTENDO POWER STAFF SCORES
8.8 → Scott
8.3 → Jill
8.1 → Jason
7.7 → Drew
7.6 → Chris




COMMENTS:
Chris—*It can't hurt that it's like GoldenEye, though it's a bit plagiaristic.* Oliver—*Better weapon variety than GoldenEye.*

NINTENDO 64

INDIANA JONES AND THE INFERNAL MACHINE





Indy cracks his whip in an original adventure.

GRAPHICS: The transcontinental settings, including ancient ruins and beaches, lend the larger-than-life feel that's characteristic of Indiana Jones's adventures. Based on a PC game, Infernal Machine conveys a world you'd expect to see in an Indiana Jones flick.

PLAY CONTROL: The situation-based controls of the B Button and C Buttons that you can assign items to is taken from The Legend of Zelda: Ocarina of Time's button setup. The cliff-hanger benefits from the system since Indy must pull off a wide array of moves and juggle a number of items.

GAME DESIGN: Stocked with whip-smart puzzles and lots of gunslinging action, Infernal Machine rolls out the thrills and mystery like a runaway boulder.

SATISFACTION: When you get right down to it, Infernal Machine is Tomb Raider starring Indiana Jones, which is a ringing endorsement for fans of 3-D adventures. The story has a classic feel, while collecting items to unlock bonus areas will give budding archaeologists even more reason to scour areas inside and out.

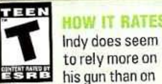
SOUND: If the triumphant Indiana Jones theme song can't get you worked up, nothing will—especially when it blares in crisp surround sound.





COMMENTS:
Chris—*The play control is brutal without camera controls.* Scott—*A true Indy experience.*

- LucasArts/256 Megabits
- 1 player
- Expansion and Rumble Pak compatible



HOW IT RATES
Indy does seem to rely more on his gun than on his whip in LucasArts' adventure, so the ESRB recommends the game for Teen audiences and older. The board warns of instances of animated violence and blood.

GRAPHICS	8.1
PLAY CONTROL	7.3
GAME DESIGN	8.1
SAT.	7.6
SOUND	8.3

NINTENDO POWER STAFF SCORES

8.4 → Oliver
8.1 → Drew
8.0 → Chris
7.7 → Scott
7.6 → George

NINTENDO 64

MIDWAY'S GREATEST ARCADE HITS VOLUME 1





Midway packs six vintage video games in one new Pak.

GRAPHICS: The six classics that Midway has dusted off (Defender, Joust, Robotron 2084, Root Beer Tapper, Sinistar and Spy Hunter) look primitive by today's standards, but in their heyday, it was the game play—not graphics—that came first. Wisely, Midway has preserved the original, simple look of the games.

PLAY CONTROL: The A Button doesn't always mean fire in Midway's Greatest Hits, so the play control tends to be very unintuitive. Keeping afloat in Joust seems particularly awkward, while Robotron's radial firing is clumsy when each direction is assigned to a tiny C Button.

GAME DESIGN: Back in the '80s, games had no end. Instead, they added more enemies and sped up the action the further you delved into the game. There's something to be said about games that can hook you with repetitiveness, and all six will absorb you like the games absorbed quarters two decades ago.

SATISFACTION: You can't argue with six games in one, especially when they're time-tested classics. The play control will take getting used to, and it's worth the trouble if you're a gaming veteran or nostalgia buff or looking for intense arcade action.

SOUND: Midway's collection remains faithful to the classics in every way, including their bleeping glory.



COMMENTS:
Oliver—*Who knew Root Beer Tapper was so much fun?*

- Midway/32 Megabits
- 1 to 2 players alternating (1 to 2 players simultaneously for Joust)
- Controller Pak compatible
- 6 classic games plus a trivia game



HOW IT RATES
Back in the good ol' days, games were never violent or graphic. Consisting entirely of '80s arcade classics, Midway's Greatest Arcade Hits Volume 1 has been rated E for Everyone by the ESRB.

GRAPHICS	6.9
PLAY CONTROL	7.0
GAME DESIGN	8.4
SAT.	8.3
SOUND	7.8

NINTENDO POWER STAFF SCORES

9.1 → Oliver
8.3 → George
8.1 → Jennifer
7.4 → Jason
6.9 → Sonja

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NINTENDO 64

READY 2 RUMBLE BOXING: ROUND 2

And in this corner: Midway's second palooka-palooza.

GRAPHICS: Midway's rock-'em, sock-'em slugfest is a drop-dead looker. Even better looking than the first funky game, Round 2 sports tighter camera angles, smooth moves and characters who bounce and jiggle with every punch and bob.

PLAY CONTROL: Midway's pugilists take another swing in the ring with the same tight (but oddly configured) controls that made the first game a roundhouse hit. Critical punches still earn you letters to spell RUMBLE. By spelling it, you'll be able to pack an Ali wallop, and Round 2 allows you to spell the word multiple times in a row to supercharge your fists.

GAME DESIGN: Training modes that allow you to earn muscle- and technique-building regimens return in Round 2 along with the great and goofy fisticuffs action established in the original.

SATISFACTION: The big change in Round 2 is that the graphics are knockout quality. The original cast plus new characters (including Shaquille O'Neal and Michael Jackson!) paired with hard-hitting action should have fight fans putting up their dukes.

SOUND: R2R2's audio packs a punch with its kooky speech samples, Michael Buffer's unmistakable r-r-r-rally cry and a thumping R&B/hip-hop soundtrack.

COMMENTS: Oliver–*One-player mode is a lot more difficult this time around.*





- Midway/256 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible



HOW IT RATES
Starring macho fighters and vixens, Ready 2 Rumble Boxing: Round 2 sports animated violence and suggestive themes. Teen audiences are likely to find the instances to be exaggerated and funny.

OVERALL RATING 7.6

GRAPHICS 8.4
PLAY CONTROL 7.0
GAME DESIGN 7.4
SAT. 7.3
SOUND 8.1

NINTENDO POWER STAFF SCORES
8.2 → George
8.1 → Jennifer
8.0 → Jill
7.8 → Oliver
7.6 → Drew

NINTENDO 64

WWF NO MERCY

THQ doesn't know the meaning of the word "uncle."

GRAPHICS: On the surface, No Mercy isn't radically different from THQ's previous powerhouse, WrestleMania 2000. The realistic animation, detailed settings and Titantron intros look as great as ever.

PLAY CONTROL: THQ has perfected the wrestling game, and No Mercy struts its stuff with the grappling engine that's a proven fan favorite.

GAME DESIGN: Aside from the inclusion of new wrestlers like Scotty Too Hotty, No Mercy features the N64's first Ladder Match, a frantic competition in which you must set up a ladder and climb to the top before your opponent can knock you off.

SATISFACTION: Still the king of the ring, THQ has created yet another fans' game that's easy enough for WWF newcomers to appreciate. The story mode, exhaustive moves, detailed Create-a-Superstar Mode and nail-biting Ladder Match are enough to lure die-hard fans into trying another volume of WWF grudge settling. Casual fans, on the other hand, won't be missing too much if they already own a THQ wrestling game.

SOUND: Though it'd be cool to hear verbal taunts, you can't complain about the inclusion of the wrestlers' personal theme music.

COMMENTS: Oliver–*THQ still makes the best wrestling games.* Jennifer–*The huge selection of wrestlers, arenas and game parameters is cool, although it takes little skill to play.*









- THQ/256 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Create-a-wrestler mode

HOW IT RATES
Rated T by the ESRB because of animated violence, mild language and suggestive themes, WWF No Mercy is recommended for Teen gamers and older. THQ's big-time brawler also contains blood, which players can deactivate.

OVERALL RATING 7.3

GRAPHICS 7.5
PLAY CONTROL 7.5
GAME DESIGN 7.1
SAT. 7.1
SOUND 7.5

NINTENDO POWER STAFF SCORES
8.3 → Jason
8.2 → Andy
8.0 → Sonja
7.1 → Jill
6.3 → Jennifer


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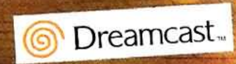

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NINTENDO64


GAME BOY COLOR

SCOOBY-DOO! CLASSIC CREEP CAPERS

Play control, where are you?

GRAPHICS: Jinkies! It looks just like the groovy Hanna-Barbera show but in 3-D! **PLAY CONTROL:** THQ would've gotten away with creating a fun game if it weren't for the play control and that meddling dog. Scooby tends to get in the way as he follows and hounds the game's one playable character, Shaggy. Even worse, the game is cursed with a Resident Evil-style setup—static scenes to waltz through and no moving camera. Too often the orientation of the area changes when you enter a new scene, and you find yourself accidentally doubling back when Up on the Control Pad suddenly means toward instead of away. Good luck escaping enemies. (Ruh-oh!) **GAME DESIGN:** THQ deserves a Scooby Snack for never betraying the spirit of the show. Based on three episodes from the TV series plus one original mystery, Creep Capers successfully transforms the cartoon into a smile-inducing game of slacker sleuthing that includes building sandwiches, creeping around, setting traps and finding Velma's glasses. **SATISFACTION:** Scooby is a game that you want to like and is at least worth a look-see (though the maddeningly hard-to-handle controls haunt and plague the high jinks). **SOUND:** Zoinks and other zany speech samples and effects keep things authentically Scooby. **COMMENTS:** Andy—*Overall, it's fun though it has creepy play control.*





- THQ/128 Megabits
- 1 player
- Controller Pak compatible
- Four capers

OVERALL RATING 6.8

GRAPHICS	7.7
PLAY CONTROL	5.3
GAME DESIGN	7.3
SAT.	6.7
SOUND	6.8



HOW IT RATES
Like in the cartoon, no one ever gets hurt in Scooby-Doo. Instead of a health meter, you have a fright meter that depletes when enemies give you the jitters. And of course, the mysteries are never scary—they're just E-rated fun.

NINTENDO POWER STAFF SCORES
8.4 → Jennifer
7.0 → Jason
6.5 → Chris
6.4 → Andy
6.2 → Scott

MIA HAMM SOCCER 64

Get your kicks with the N64's first women's soccer game.

GRAPHICS: The appeal of SouthPeak's soccer game is that it boasts U.S. National Soccer Team star, Mia Hamm, and the real kicker is that all of the players look like her. What should've been the goal during development was to create players who looked different from one another, as well as players who weren't so angular. **PLAY CONTROL:** Though not as big on micromanagement as other soccer sims, MHS64 allows you to adjust the airborne ball trajectory and leniency of the referee. Changing those options, as well as controlling the ball, is always easy to manage thanks to the game's user-friendly controls. **GAME DESIGN:** The usual sports game variables pop up in SouthPeak's four-player game, including weather, field condition and time of day. One particularly nice addition is the field map that allows you to see the locations of all players while you're playing the field. **SATISFACTION:** MHS64 isn't very different from other N64 soccer games, so Mia Hamm's endorsement and her spoken soccer tips make up the bulk of the SouthPeak game's appeal. **SOUND:** The commentary lends personality to the game, though the remarks often sound abrupt and disjointed. **COMMENTS:** Drew—*It's as good as any generic soccer title.* Jennifer—*It's nice to see a sports game with female players.*









- SouthPeak/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible

OVERALL RATING 6.6

GRAPHICS	7.3
PLAY CONTROL	7.0
GAME DESIGN	6.3
SAT.	5.7
SOUND	7.7



HOW IT RATES
SouthPeak's soccer game is just wholesome, good, clean fun. The ESRB recognizes that the game is appropriate for sports fans of all ages and has awarded the title with a rating of E for Everyone.

NINTENDO POWER STAFF SCORES
7.3 → Jennifer
6.8 → Jason
6.8 → Scott
6.5 → Chris
6.2 → Drew



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NINTENDO 64

POWER RANGERS LIGHTSPEED RESCUE

THQ gets downright Diabolico with the Power Rangers.

GRAPHICS: Red, Green, Blue, Pink and Yellow Rangers—the Power Rangers are big on colors, and so is THQ's game. The comic book-style cut scenes will also be pleasing to the eyes of young Power Rangers fans.

PLAY CONTROL: Of its 27-plus levels (you unlock secret levels by completing the 27 missions in the Titanium Quest), Lightspeed Rescue features four types of mission: Ranger Mode, Ground Vehicle Mode, Hovercraft Mode and Megazord Mode. Navigating is easy in all modes, with the exception of the truck driving levels, which suffer from wide turning and squirrelly steering.

GAME DESIGN: Lightspeed Rescue is aimed at kids, and its straightforward menus that show pictures of your objectives and radar that points out your goals make THQ's action game user-friendly fare.

SATISFACTION: Lightspeed Rescue's sheer variety will keep youngsters entertained—especially with the standout Hovercraft Mode which lets you freely fly and dogfight through the city. The levels you explore on foot, on the other hand, can be tedious (think Gauntlet in slow motion).

SOUND: Spoken hints and hoorays and the guitar-heavy theme music add to the game's encouraging and inspiring feel.

COMMENTS:

Jennifer—*Varied and often interesting game play that's perfect for its audience.*





- THQ/96 Megabits
- 1 to 2 players simultaneously
- Controller Pak compatible
- 27 levels plus secret bonus levels
- 12 Megazord Arena monsters and Megazords

OVERALL RATING 6.6

GRAPHICS 6.8

PLAY CONTROL 5.8

GAME DESIGN 7.4

SAT. 6.4

SOUND 6.6



HOW IT RATES

Aimed at the young audience that enjoys the TV show, Power Rangers carries what the ESRB calls "animated violence." The extent of it is kicking and punching monsters, and it's nothing that doesn't appear on the show.



7.1 → Chris
6.9 → Jason
6.9 → Jennifer
6.3 → Drew
6.0 → Andy

NINTENDO 64

WCW BACKSTAGE ASSAULT

Now you can wrestle in the bathroom with a trash can.

GRAPHICS: Without a wrestling ring in sight, Backstage Assault goes beyond the mat and unleashes the WCW bouts in odd locales like bathrooms and parking lots. The areas are fun, but they're too large for their own good since the camera often has to shift to an overhead perspective to capture all the action. There's nothing exciting about fighting via a bird's-eye view, especially when the animation is choppy.

PLAY CONTROL: Like any wrestling game, WCW is rippling with tons of moves that are easy to execute. Too bad the hit detection is so poor that the moves rarely connect.

GAME DESIGN: Strictly about weapons-based (hardcore) action, Backstage Assault is pumped up with inspired arenas where almost everything doubles as a weapon. The result is outrageous and shocking action.

SATISFACTION: Wrestling purists will dig the hardcore gimmick for a while, but it might not be enough to tide them over for an entire game. If you're looking for a fast-paced, weapons-based, no-holds-barred, 3-D rumble, a wrestling game like WCW might not be as good a choice as Tom and Jerry.

SOUND: Truly amazing, WCW's running commentary seamlessly strings together hilarious, spot-on play-by-plays that rarely repeat.

COMMENTS:

Andy—*It's for only two players? Too bad.*

Drew—*The excellent commentary props up a mediocre game.*







- EA/256 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible
- Create-a-wrestler mode



OVERALL RATING 6.2

GRAPHICS 5.9

PLAY CONTROL 5.7

GAME DESIGN 6.4

SAT. 5.9

SOUND 8.3



HOW IT RATES

Full of things that you shouldn't try at home—like bashing people over the head with chairs or lighting rivals on fire with flaming two-by-fours—WCW Backstage Assault has deservedly landed a Teen rating from the ESRB.

NINTENDO POWER STAFF SCORES

7.6 → Chris
7.0 → Andy
6.0 → Jason
5.9 → Sonja
5.8 → Drew



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ONLY FOR GAME BOY COLOR

HERCULES: THE LEGENDARY JOURNEYS

Labor with Hercules in Titus's epic.

GRAPHICS: Like any good myth, Hercules continues to live a life of its own. Long after the TV show went off the air, Hercules has emerged in video game form, and the lead character actually looks like the actor who portrayed him—Kevin Sorbo. Other than that, it doesn't look like any Herculean effort was taken in the graphics department since the overall look of Titus's game is muddy and polygonal.

PLAY CONTROL: Hercules borrows Zelda's control system, so the B Button has varying functions depending on where you are.

GAME DESIGN: With its Zelda-influenced controls and woodland adventuring, Hercules comes off as a pale Zelda wannabe. Even if it wasn't in Link's shadow, Hercules would stumble since much of the quest is bogged down with repetitive combat and uneventful exploration. The game's one high point is that it exudes Mount Olympus-sized personality with genuinely witty dialogue characteristic of the show.

SATISFACTION: An average epic, Hercules doesn't live up to the legend. The barely inspired adventure at least has fun trying to be over the top with its noteworthy screen text.

SOUND: Wandering minstrel melodies underscore an otherwise quiet game.

COMMENTS: Jennifer—*The legend of this boring game's quality will outlive reruns of the show.*



- Titus/128 Megabits
- 1 player
- Controller and Rumble Pak compatible



HOW IT RATES
Rated T, Hercules is never gory or particularly brutal. Nevertheless, the ESRB has deemed Titus's game appropriate for Teen audiences and older. If you're a fan of the television show, you'll know what to expect.

OVERALL RATING 6.0

GRAPHICS 6.8
PLAY CONTROL 6.0
GAME DESIGN 6.2
SAT. 5.2
SOUND 6.0

NINTENDO POWER STAFF SCORES
6.5 → Scott
6.2 → Drew
6.0 → Chris
6.0 → Jason
5.5 → Jennifer

SEA-DOO HYDROCROSS





Vatical tries to make a splash with Sea-Doo racing.

GRAPHICS: Sure to be compared to Wave Race 64, Sea-Doo HydroCross is dead in the water with angular waves, lazily illustrated sea spray that looks solid, and backgrounds that abruptly pop up when you cruise within range.

PLAY CONTROL: Part of what made Wave Race 64 so great was that the riders' wake affected the racing conditions. HydroCross sails over the realism, in turn giving you no real sense of being on the water. To its credit, the handling is very tight—almost as if you were driving a bobbing car.

GAME DESIGN: Every course features designated flotsam that you can cruise through to earn points that unlock faster crafts. HydroCross goes for arcade-style wildness, and the hidden shortcuts and landlocked detours help keep Vatical's game from sinking as a Wave Race clone.

SATISFACTION: Driving through crates, barricades and outrageous shortcuts is always fun. In the end, though, HydroCross's arcade aspirations are bogged down by tame courses and even tamer CPU rivals.

SOUND: Occasionally, the engine hum cuts out for no apparent reason.

COMMENTS: Jason—*Sea-don't. Vatical's game flounders with aquatic arcade action that Wave Race and even Midway's Hydro Thunder pull off.* Jennifer—*It looks junky.* Scott—*I never had to let up on the gas. Boring.*





- Vatical/96 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible



HOW IT RATES
Just when you thought it was safe to go back in the water, it actually is. Sea-Doo HydroCross is a tame, nonviolent racing game, and the ESRB has rated Vatical's exhibition of speed with an E for Everyone.

OVERALL RATING 5.6

GRAPHICS 5.2
PLAY CONTROL 6.4
GAME DESIGN 5.6
SAT. 5.4
SOUND 5.2

NINTENDO POWER STAFF SCORES
7.1 → Chris
5.6 → Scott
5.4 → Jennifer
5.3 → Jason
4.7 → Drew

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GAME BOY COLOR



ALSO PLAYING THIS MONTH

DONKEY KONG COUNTRY

- Rare/32 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- GB Printer compatible
- Game Link compatible



DKC was a groundbreaking title for the Super NES, and Rare has translated the hit into a GBC game that's of top banana-caliber. Improved with multiplayer minigames and a GB Printer feature, DKC has all the fun monkey business of the original. Though the graphics lack the detail of the classic, they're still worth going ape over.



OVERALL RATING 8.3

GRAPHICS 8.3
PLAY CONTROL 8.0
GAME DESIGN 8.4
SAT. 8.6
SOUND 8.0

MARVIN STRIKES BACK

- Infogrames/16 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Infrared capability



Marvin the Martian exacts his revenge by hypnotizing dozens of cartoon characters in Infogrames' partner Pak to Looney Tunes Collector: Alert! More than just a Pokémon bandwagon rider, the collect-and-trade game takes a fresh and fun angle on catching 'em all by emphasizing great arcade-style hop-and-shoot action.



OVERALL RATING 8.2

GRAPHICS 8.0
PLAY CONTROL 8.0
GAME DESIGN 8.5
SAT. 8.5
SOUND 7.5

THE FLINTSTONES STARRING IN BURGERTIME IN BEDROCK

- Classified Interactive/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible



An excellent arcade game from the '80s, Burgertime stands the test of time—even when it's sent back a few eras to the stone age. Revamped with a Flintstones theme and new innovations—like an enemy-chasing Dino—Burgertime in Bedrock captures the fun and frenzy of the arcade favorite. Yabba-dabba do try it.



OVERALL RATING 7.8

GRAPHICS 7.6
PLAY CONTROL 7.8
GAME DESIGN 8.0
SAT. 8.2
SOUND 6.4

SABRINA THE ANIMATED SERIES: ZAPPED!

- Havas Interactive/16 Megabits
- 1 player
- GBC exclusive
- 16 levels



Havas Interactive's spellbinding platformer starring the teenage witch boasts colorful, dazzling graphics and animation that's topped with crafty puzzle solving. Unlocking and reaching areas with the proper power-up and character (both Sabrina and Salem are playable) make for tricky fun that's enchanting and easy to get into.



OVERALL RATING 7.6

GRAPHICS 8.2
PLAY CONTROL 7.7
GAME DESIGN 7.3
SAT. 7.5
SOUND 7.2

BLADE

- Activision/8 Megabits
- 1 player
- GBC exclusive



Like fellow vampire slayer, Buffy, Blade stars in a GBC game that's essentially a fighting game on the go. With superior graphics, shoot-'em-up stages and character-building elements, the Marvel Comics hero provides a more substantial side-scrolling action-adventure that you can sink your teeth into.



OVERALL RATING 7.2

GRAPHICS 6.7
PLAY CONTROL 7.3
GAME DESIGN 7.7
SAT. 7.3
SOUND 6.7

SPIDER-MAN

- Activision/8 Megabits
- 1 player
- GBC exclusive



Filled with plenty of supervillains like Venom to keep your Spider Sense in tingly overdrive, Spider-Man slings out swinging platformer action. Suitably super, Activision's superhero title provides fast-paced thrills, high-flying acrobatics, web wielding, fisticuffs combat and experience building in a big Big Apple adventure.



OVERALL RATING 7.1

GRAPHICS 7.6
PLAY CONTROL 7.2
GAME DESIGN 7.0
SAT. 6.6
SOUND 7.0

LEGO ALPHA TEAM

- LEGO Media/8 Megabits
- 1 player
- GBC exclusive



By placing trampolines, antigravity units and building blocks that can help bridge the gap to your goal, you can help the LEGO Alpha Team travel to its destination. Perhaps an acquired taste, LEGO's trademark style of puzzle game will surely please devoted problem solvers with its heady blend of building and brain busting.



OVERALL RATING 7.0

GRAPHICS 6.5
PLAY CONTROL 6.7
GAME DESIGN 7.2
SAT. 7.5
SOUND 6.5

DISNEY'S ALADDIN

- Ubi Soft/8 Megabits
- 1 player
- GBC exclusive



It may be based on Disney's cartoon, but Aladdin's colorful and typical platformer hardly takes you to a "whole new world." Actually an update of the 1995 Game Boy game, Aladdin sends you on a desert quest where your one wish will be for play control that wasn't so hesitant. Where's a genie when you need one?



OVERALL RATING 6.8

GRAPHICS 8.0
PLAY CONTROL 6.8
GAME DESIGN 5.8
SAT. 6.6
SOUND 7.2

PLAYMOBIL LAURA

- Ubi Soft/8 Megabits
- 1 player
- GBC exclusive
- Infrared capability for Ubi Soft Key feature



A sweet and gentle suburban adventure starring Playmobil toys, Ubi Soft's Laura highlights helping people. Your quaint quest consists of finding objects in the pretty and spacious settings. With a substantial adventure and minigames, Playmobil Laura is a worthwhile game for beginning gamers and youngsters.



OVERALL RATING 6.7

GRAPHICS 7.0
PLAY CONTROL 7.3
GAME DESIGN 7.0
SAT. 6.3
SOUND 5.5

LITTLE NICKY

- Ubi Soft/16 Megabits
- 1 to 2 players alternating
- GBC exclusive
- 5 minigames



Aside from the ESRB warning that it contains mature sexual themes and strong language, Ubi Soft's T-rated side-scroller based on Adam Sandler's movie boasts more devilish features like crude, cheeky minigames and an impressive, hard-driving industrial soundtrack. Little Nicky is the crass game Sandler fans are burning for.



OVERALL RATING 6.6

GRAPHICS 7.3
PLAY CONTROL 6.0
GAME DESIGN 6.0
SAT. 6.3
SOUND 8.8



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BUFFY THE VAMPIRE SLAYER



- THQ/8 Megabits
- 1 player
- GBC exclusive
- 9 levels



Sunnydale's resident evil-fighter stakes her claim in the side-scrolling fighting genre with THQ's nine-level vampire slayfest. The graphics are simplistic and the kick-punch-and-stake action is repetitive, but the game at least includes comic book-style cut scenes full of sly, tongue-in-cheek humor characteristic of the TV show.

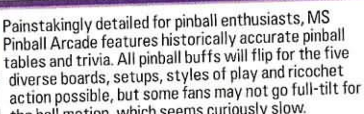


OVERALL RATING 6.5

GRAPHICS 7.3
PLAY CONTROL 6.7
GAME DESIGN 5.7
SAT. 6.7
SOUND 5.7

MICROSOFT PINBALL ARCADE

- Classified Interactive/8 Megabits
- 1 to 4 players alternating
- GBC exclusive
- 5 pinball tables



Painstakingly detailed for pinball enthusiasts, MS Pinball Arcade features historically accurate pinball tables and trivia. All pinball buffs will flip for the five diverse boards, setups, styles of play and ricochet action possible, but some fans may not go full-tilt for the ball motion, which seems curiously slow.



OVERALL RATING 6.5

GRAPHICS 6.8
PLAY CONTROL 6.0
GAME DESIGN 7.3
SAT. 6.0
SOUND 6.3

POWERPUFF GIRLS: BAD MOJO JOJO

- Bay Area Multimedia/16 Megabits
- 1 player
- GBC exclusive
- Game Link compatible

Bay Area Multimedia plans on releasing three games based on the sugary and spicy Cartoon Network superkids, The Powerpuff Girls. The first of the side-scrollers stars Blossom flying through a fairly basic action game that you'll be able to link to the other Paks to swap collectible cards and characters.



OVERALL RATING 6.5

GRAPHICS 6.3
PLAY CONTROL 6.3
GAME DESIGN 7.0
SAT. 6.7
SOUND 5.3

CHICKEN RUN

- THQ/8 Megabits
- 1 player
- GBC exclusive
- 5 languages

THQ takes the DreamWorks film and runs with it to hatch escapist entertainment that's poultry in motion. There's nothing fowl about Chicken Run's sharp graphics, three-quarter view backdrops or zippy music, and the varied action and objectives (like leaving a trail of feed for hens to follow) result in fun flights of fancy.



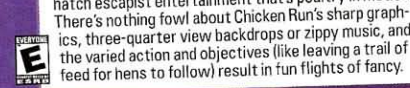
OVERALL RATING 6.4

GRAPHICS 6.0
PLAY CONTROL 5.7
GAME DESIGN 7.3
SAT. 6.7
SOUND 6.0

DRAGON'S LAIR

- Capcom/32 Megabits
- 1 player
- GBC exclusive





What made the original DL so cool was that the laser-disc arcade game was a cartoon you could play. As impressive as the smooth GBC cinematics are, the original's appeal is lost. Still, the high-action chivalry works in the modest translation since the faithfully simple yet unforgiving game play requires you to react only a few times per scene.



OVERALL RATING 6.3

GRAPHICS 8.3
PLAY CONTROL 5.5
GAME DESIGN 6.5
SAT. 5.8
SOUND 5.0

MADDEN NFL 2001

- EA Sports/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible



The latest pigskin Pak from EA Sports tackles the Madden series of games on the tiny screen. Known for its sim action and detailed plays, Madden doesn't over-simplify the gridiron specifics it's known for. On Game Boy Color, the football game still sports plenty of plays, 100 yards of action and digitized speech.



OVERALL RATING 6.2

GRAPHICS 6.2
PLAY CONTROL 6.8
GAME DESIGN 7.3
SAT. 6.7
SOUND 6.3

DINOSAUR'US

- EA/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible

EA's role-playing/action hybrid is a prehistoric platformer that switches to turn-based fighting and spellbinding when your dino encounters a rival. The side-scrolling view is a nice change from the usual bird's-eye RPG-adventures out there, but it gets unwieldy since your big dino occupies and obscures much of your surroundings.



OVERALL RATING 6.1

GRAPHICS 6.5
PLAY CONTROL 5.5
GAME DESIGN 6.5
SAT. 5.5
SOUND 6.5

FORCE 21

- Red Storm/8 Megabits
- 1 player
- GBC exclusive



Red Storm has a knack for strategic combat, and Force 21 is its first GBC operation since Rainbow Six. Set in World War III, Force 21 is a smart real-time strategy game that challenges you to order multiple troops and vehicles into a gauntlet of enemy fire. If you're into the art of war, Force 21 will provide you with a sufficient canvas.



OVERALL RATING 6.1

GRAPHICS 6.0
PLAY CONTROL 6.0
GAME DESIGN 6.2
SAT. 6.2
SOUND 5.8

M&M'S MINIS MADNESS

- Majesco/8 Megabits
- 1 player
- GBC exclusive
- 4 playable characters



Majesco's latest side-scroller's settings are as colorful as its candy-coated chocolate stars. Playing as an M&M, you must hop, backflip and skateboard through the candy factory in search of M&M's Minis. While the areas are sizable, the action in the passable platformer is lightly engaging and barely hot enough to melt an M&M.



OVERALL RATING 6.0

GRAPHICS 7.2
PLAY CONTROL 6.5
GAME DESIGN 5.5
SAT. 5.3
SOUND 5.8

TYCO R/C RACIN' RATZ

- Mattel/8 Megabits
- 1 player
- GBC exclusive
- 10 areas plus minigames

Despite its name, it's not a racing game. Racin' Ratz are Tyco's R/C stunt cars, and Mattel unleashes them in household settings to retrieve items. How to bounce your wheels up to target items is the challenge, and finding the right power-up, reaching the right ramp and dodging the obstacles are the keys to the dandy puzzle solving.



OVERALL RATING 6.0

GRAPHICS 6.0
PLAY CONTROL 5.7
GAME DESIGN 6.3
SAT. 6.0
SOUND 5.7


Walt Disney's
The Jungle Book
Mowgli's Wild Adventure
Swingin' Action on Game Boy® Color
Mowgli's on a wild adventure to the man village! Master the special moves of all your jungle pals as you guide Mowgli through the jungle to safety.But watch out -- Shere Khan is right behind you!
• Favorite Movie Characters: Mowgli, Baloo, Bagheera, Kaa, King Louie, & more
• Crazy Gameplay: learn tons of acrobatic moves and race your jungle pals!
• 5 Deep Jungle Worlds: 20 stages of swingin' action
Game Boy Color
Only for Game Boy Color
Coming November 2000
Game Boy Color
Everyone
E
Content Rated by ESRB
Mild Animated Violence
Disney Interactive
Ubi Soft
www.ubisoft.com
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LOONEY TUNES RACING

- Infogrames/8 Megabits
- 1 player
- GBC exclusive
- 8 drivers
- 8 courses



Young gamers and cartoon fans will want to rack up mileage with Looney Tunes Racing—breezy go-cart cuteness starring eight drivers including Bugs, Daffy, Taz and Foghorn Leghorn. Wacky power-ups, zany tracks and prize money you can spend to buy items from Sylvester make Infogrames' game a decent ride for novices.



OVERALL RATING 5.9

GRAPHICS 6.3
PLAY CONTROL 7.0
GAME DESIGN 5.3
SAT. 5.0
SOUND 6.3

NBA JAM 2001

- Acclaim/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible



NBA Jam 2001 hits the hardwood with two-on-two hoop action for fans of arcade-style sports games. While the game features real NBA teams and players, their abilities don't mean much since they all behave the same on the court. If you're looking for turbo-charged players and action, though, Jam 2K1 is for you.





OVERALL RATING 5.9

GRAPHICS 5.5
PLAY CONTROL 5.5
GAME DESIGN 6.3
SAT. 5.5
SOUND 7.3

SYDNEY 2000

- Eidos/16 Megabits
- 1 player
- GBC exclusive
- 12 events



In Eidos Interactive's test of manual dexterity, you can compete in 12 events from the 2000 Olympic Games. The Sydney summer events include Skeet Shooting, Weight Lifting, Sprint Cycling, Kayaking and Diving. Though it doesn't sport gold-medal graphics, the game does look and play better than most button mashers of its kind.





OVERALL RATING 5.9

GRAPHICS 7.0
PLAY CONTROL 5.0
GAME DESIGN 7.0
SAT. 5.0
SOUND 5.0

HARLEY-DAVIDSON: RACE ACROSS AMERICA

- Infogrames/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible



If you were born to be mild, you might want to head out on the highway with Infogrames' cycling rally. The tracks are long but hardly exciting, since the roads never curve abruptly and the obstacles and traffic are fairly easy to dodge. What keeps things revving are the official Harley-Davidson license and upgradeable bikes.



OVERALL RATING 5.4

GRAPHICS 6.2
PLAY CONTROL 6.0
GAME DESIGN 5.0
SAT. 4.8
SOUND 4.8

GODZILLA: THE SERIES: MONSTER WARS

- Crave/8 Megabits
- 1 player
- GBC exclusive



If you own Crave's previous Godzilla: The Series game, the sequel won't have much to offer. On its second rampage, Godzilla stomps down a side-scrolling path of ho-hum destruction filled with more of the same basic shoot-and-smash game play. At least the game features one worthwhile improvement: a targeting sight.



OVERALL RATING 4.9

GRAPHICS 6.7
PLAY CONTROL 4.8
GAME DESIGN 4.3
SAT. 3.8
SOUND 5.5

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventure, Puzzles
CHRIS: Action, Sports, Adventure
DREW: Adventure, Simulations, RPGs
GEORGE: Adventure, RPGs, Puzzles
JASON: Adventure, Action, Puzzles
JENNIFER: Adventure, Fighting, Action
JILL: Puzzles, Fighting, Sports
OLIVER: Action, Racing, Puzzles
SCOTT: Sports, Simulations, Adventure
SONJA: Puzzles, RPGs, Fighting

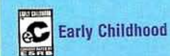
RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

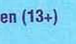
AGE RATINGS

These are the official ratings from the Entertainment Software Rating Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



Early Childhood





Teen (13+)

Adult (18+)

All Ages



Mature (17+)



Rating Pending

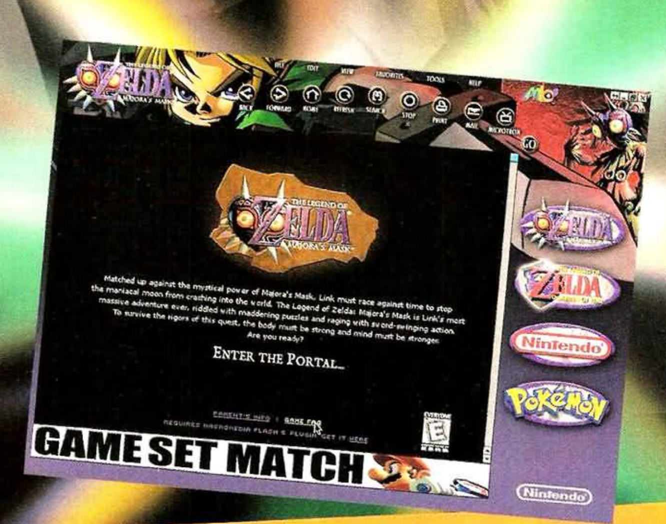
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- Mario Tennis™
- Nintendo Power®
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MediaBrowser, Inc.
7381 114th Avenue North • Suite 406
Largo, Florida 33773 Ph. 727-545-9500
www.mediabrowser.com



Who is this impish squire?

THIS MONTH

MEGA MAN 64

The Blue Bomber is ready to go!

STAR WARS: EPISODE I: OBI-WAN'S ADVENTURES

Obi-Wan takes on the Trade Federation.

MARIO PARTY 3

Let's-a Party!

XENA: WARRIOR PRINCESS

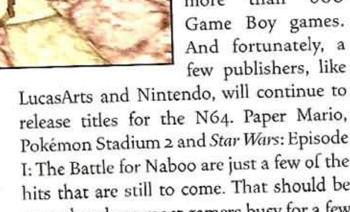
Aiyeeeee...

PAK WATCH

The inside source for all Nintendo News.

INDIANA JONES: A GLIMPSE OF THE FUTURE

It's a brave new world for video game publishers. New consoles are pushing out the established systems. Retailers are reallocating shelf space. And online stores are growing in importance. In the midst of all the change, LucasArts Entertainment found itself facing a dilemma recently when it failed to find a retail outlet for the N64 version of Indiana Jones and the Infernal Machine. LucasArts had to be creative. The solution they arrived at involved an exclusive deal with Blockbuster for renting and selling Indy. Beginning in the middle of December, players can rent Indiana Jones and the Infernal Machine at participating Blockbuster store locations, and they can purchase the game on each company's website: blockbuster.com and companystore.lucasarts.com. Indy won't be the first N64 game to appear exclusively at Blockbuster, but it is the only game to date that is available for sale only on the Internet. LucasArts is not the only company facing problems during the transition period in the video game market. Game developers must decide where to spend their resources—on old systems or new systems—and they must choose which of the new consoles to support. And retailers, with limited shelf space, have to make the same call. The good news is that gamers likely will find special opportunities in the months ahead to revisit the classic titles for the N64 or play for the first time games that they might have missed. More than 200 games have been released for the N64 over the past four years, and there are more than 800 Game Boy games. And fortunately, a few publishers, like LucasArts and Nintendo, will continue to release titles for the N64. Paper Mario, Pokémon Stadium 2 and *Star Wars*: Episode I: The Battle for Naboo are just a few of the hits that are still to come. That should be enough to keep most gamers busy for a few months until Game Boy Advance and Nintendo GameCube show up.



H2O AND THQ WORK MAGIC IN AIDYN CHRONICLES

The development team for Aidyn Chronicles: The First Mage has been burning the midnight oil in H2O's offices in Vancouver, BC, trying to complete what is sure to be the biggest pure RPG ever for the N64. Pak Watch recently grabbed an early version of the 256-Megabit monster trek to see how it was progressing.

An RPG for the New Year

RPG fans have something monumental to look forward to in the first quarter of 2001. That's when THQ will release Aidyn Chronicles: The First Mage for the N64. Although it seems as if Aidyn has been in development forever, it's really been just about two years, which is pretty standard for an RPG. The development team has had to create an entirely new world, filled with characters, enemies, towns, forests, swamps, mountains, seas, magic and more in that time. When Nintendo Power last looked at Aidyn Chronicles, the game was still in many pieces. Now, a few months later, all of those pieces have been connected. The combat system is working, the camera control is in place, the dialogue is jabbering away and, if you can avoid enough monsters, you can actually set out on the quest. In short, THQ can now predict with some justified confidence that the game will be released in January or February. And that's about as solid as a sword in a stone.





Introducing Alaron



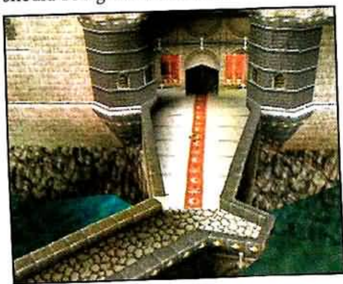
It's never easy creating a new fantasy realm and heroes that gamers will adopt and love, and the Aidyn team seems to be going about it the right way. The introduction of the game is a series of cinematic scenes in which the royal court searches for a missing squire. As the cook pokes his head into chambers throughout the castle, asking for Alaron's whereabouts, we learn that the orphaned squire is a clever, resourceful, impish lad with a lot of spirit and some skill with magic. Then the game turns interactive as you take over control of Alaron in the forest where he is searching for a farmer who has been lost. Building character is a major part of any RPG, and Alaron has a lot to learn. He, and the three party members who join him, will raise their levels through combat and training. They'll learn magic spells and purchase better weapons, armor and items. The depth is comparable to that of a classical PC-style RPG.

A Literary Achievement

The dialogue is very strong throughout, so you really get to know the characters and their personalities. As it turns out, knowing how to deal with characters is another important part of the game. Many of the nonplayer characters ask you questions, and your answers will determine how they treat you later in the game. If you upset one of the quirky Mirari, for instance, he or she may not help you train or give you essential information. Most RPGs seem to stop at conveying basic information, sometimes disguising it in riddles. But the text in Aidyn Chronicles gives players a richer experience. There is character development, intrigue, humor and, most of all, interactivity. Instead of just reading everything, you must respond to the characters and treat them like real people.

But Wait, There's More

Aidyn Chronicles goes where no other N64 RPG has gone in other ways, too. The 3-D world is enormous, for instance, and the combat engine takes place in the game world so range and direction become important considerations. An intelligent camera follows the action, and players have the ability to take over the camera controls whenever they like, even during battle. Chaos may be returning to the Kingdom of Iden in the story, but order has been imposed on the development of what is likely to be the last new epic for the N64. It should be a grand adventure.



Talk to everyone, young man. And speak up!

Pak Play

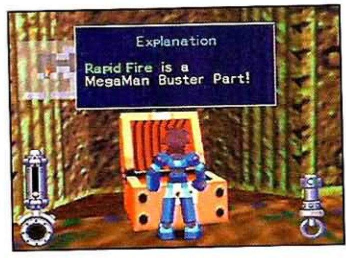
Hands-on previews of upcoming games.

MEGA ACTION

Final code for Capcom's Mega Man 64 is complete and the game may be released before the holidays, but it's going to be a close race. Whenever the game arrives, it's going to be a major event. The 3-D action-adventure takes place in a future where treasure-hunting Diggers are searching for a mother lode of energy on the mostly flooded earth. As the game begins, Mega Man and his friends, Roll, Barrell and Data, have just found a Refractor—the basic energy unit that powers their civilization—but in taking the item, events are unleashed that lead Mega Man into one of the great 3-D adventures for the N64. In his latest incarnation, the Blue Bomber can jump, roll, run and climb, and he's equipped with an auto-targeting system to make zapping enemies a snap. You'll collect Buster Parts to build up Mega Man's Buster Blaster, fight a huge assortment of enemies and bosses and talk to people to get important game information. Capcom has done a great job of creating a rich world for Mega Man. The game's extensive use of voices and 3-D cinematic sequences is perhaps the best ever on the N64. If you want drama, action and hours of fun, Mega Man 64 delivers.



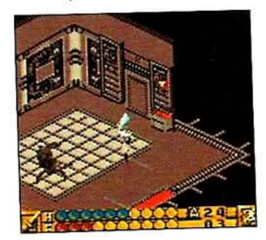


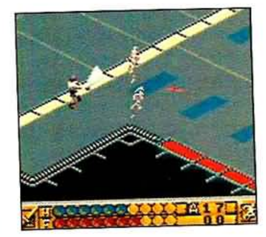


OBI-WAN ONLY

Qui-Gon Jinn wasn't kidding when he told Obi-Wan Kenobi, "You must bear in mind all you have learned, my apprentice. I fear all of our skills may be needed." In THQ's upcoming action romp for Game Boy Color, young Obi-Wan will match his mettle against the nefarious Trade Federation, battle-tested Federation Droids, and ultimately the Sith Lord, Darth Maul. It won't be easy getting to that final test, however, because each of the game's nine levels is filled with enemies that would like nothing better than to see Obi-Wan fail. Using either the light saber or the blaster as your main weapon, you'll fight through spaceships in orbit and territory on Naboo itself. Obi-Wan can launch into flurry attacks with the light saber, cutting a swath through Federation Droids and other enemies. He can summon up the Force, as well, to make superjumps or move heavy objects, and he will have to navigate the swamps using Gungan vehicles. Although the Jedi hero looks small in the game's three-quarter perspective, the graphics and play control are strong on this one. You'll also get great cinema scenes taken straight from Episode I. It's a GBC adventure you won't want to miss.











XENA PLAYS ROUGH

Xena enters her first action-adventure for Game Boy Color unarmed and, apparently, in the middle of a dream. So begins a Zeldalike adventure for the Warrior Princess. Titus recently put the finishing touches on the ambitious project, which should be ready for release in January. The game borrows heavily from the Zelda model and characters from the Universal TV series. Salmoneus, the Fates and other characters act as guides and gurus for Xena, who must solve puzzles, battle enemies and gather hearts, items and diamonds. There are skill areas with action challenges, mazes and much more. Perhaps the coolest feature is the compatibility with the Hercules GBC Game Pak, which is due to be released two months after Xena: Warrior Princess. Once you've played through Xena, you can transfer her character into the Hercules game using a Game Link Cable and play new areas in the Hercules game.











MARIO'S NEXT PARTY

Japanese N64 players have been invited to a year-end bash with Mario and his friends. What's it all about? Mario Party 3 debuted at Spaceworld in August, and it will be released in Japan in December, just in time for the holidays. Nintendo's third annual partyfest for the N64 is set to come to North America, as well, but not until the second quarter of 2001. The wait will be worth it, though. With ten map boards and 70 new minigames, Mario Party 3 is packed with fun for up to four players. There are races on wooden horses, brainteaser puzzles, skill challenges, an improved Battle Royal Mode and a new Dual Map Mode that you can play with a helper. Enjoy a glimpse or two of the future.



Let's-a have the world's biggest party!

Pak Peeks

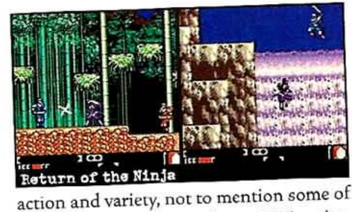
What's breaking in the world of games.

Advanced Placement

From near and far comes word of Game Boy Advance projects that should be ready for the system's launch in Japan and North America. Ron Doornink, president of Activision, recently announced that Activision would support the release of Game Boy Advance with six titles based on the company's best franchises. The franchises mentioned included **Spider-Man**, **Tony Hawk's Pro Skater**, **Mat Hoffman**, **Shaun Palmer** and the **X-Men**. At the fall Tokyo Game Show in Japan, Konami showcased nine playable Game Boy Advance titles: **Silent Hill**, **Gold Master**, **Konami Wai Wai Racing Adventure**, **Castlevania: Circle of the Moon**, **Star Communicator**, **Mail de Cute**, **Monster Breed Power Pro**, **Ken Pocket 3** and **Dragondice Monsters**. Several of the games had been shown previously at Spaceworld, but the lineup of nine titles is a major endorsement of the new handheld console.

Gaiden by any other name

Natsume's **Return of the Ninja** for Game Boy Color may not have the **Ninja Gaiden** name to capture the attention of action fans, but it has the sweet moves and play control that made the Ninja Gaiden series one of the most beloved on the NES. Return of the Ninja features two heroic characters, special power-ups and precise jumping and constant action. Tsukikage and Sayuri, the ninja heroes, must track down a powerful scroll that was stolen by the Ninja Clan Iga. Both are skilled with swords and Shinobi tools that they use along the way. The tools allow the ninjas to perform incredible feats such as walking on ceilings and burrowing into the ground. Natsume has added several other new elements to the mix, including a power meter for throwing ninja stars and a Card Trading Mode. After completing the game, players earn cards that they can trade with other players. With so much


Return of the Ninja

action and variety, not to mention some of the sharpest graphics of any GBC action game, Return of the Ninja is likely to become an action classic in its own right.

The Grinch is coming to your home!

The beloved tale "How the Grinch Stole Christmas" by Dr. Seuss is well known to most people, and the holiday release of a major motion picture version of the Grinch should send Grinchmania into overdrive. Now, Konami is set to capture its share of Grinchbucks with a GBC game based on the story. Players take on the role of the small-hearted Grinch as he steals all the gifts from the Whos' homes in Who-


The Grinch

Ville. The game gives a nod, a nudge and a wink to Pac-Man, but the gift-grabbing frenzy is still fun if not original. Konami throws a few curves of its own, including Whos armed with snowballs who try to foil the Grinch's felonious thievery. **The Grinch** should be available in time for your own holiday feast of roast beast.

A once and future king

Kemco's **Runelords** is likely to surprise RPG fans when it's released at the end of the year. The unheralded title developed by Saffire combines an unusual tale with a complex game engine, a large world, a unique battle system and a nice graphic presentation. The hero of the game is Theron, a prince of the realm who wakes after a 26-year slumber to find his twin brother dead and an evil usurper conquering much of Theron's rightful kingdom. In battle, Theron's choices include movement, the use of weapons, magic and items, and a pass or flee option. The movement option lets you maneuver for the first hit, and it allows you to face a sin-


Runelords

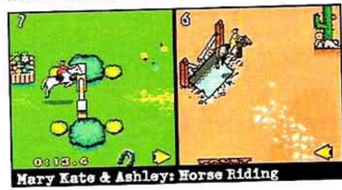
gle opponent in an enemy party. There are plenty of villagers to consult, monsters to battle and treasures to find. And the music is so well done that you won't want to turn down the sound. There's a lot to look forward to when Runelords is released during the holidays.

Her kingdom for a horse

Mary Kate and Ashley have hunted for clues and stored your phone numbers. Now, the teen duo is going horseback riding in **Mary Kate & Ashley: Horse Riding** from Acclaim. The first ever Game Boy Color horseback riding Pak starts off with a quick trip to the outfitters then trots into the jumping arena, where you must ride your trusty (or less than trusty) steed on a steeplechase course filled with fences, hedges and obstacles. A Challenge Mode gives junior equestrians a chance to try out the four different horses available at the start of the game and practice their riding moves. The play control is good (you have two control style options) and the graphics are as pretty as a trophy, which, if you win them, appear in your own, private trophy room. So far, Acclaim has maintained a high level of quality on the MK&A titles,

COMING SOON

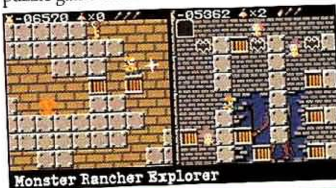
and MK&A: Horse Riding may be the most interesting yet. Girls and boys who like horses should check it out. Giddyap!


Mary Kate & Ashley: Horse Riding

Game Boy Color World

This month sees the arrival of **Sgt. Rock: On the Frontline** from Bay Area Multimedia a.k.a. BAM Entertainment. The classic DC Comic war hero sets out in an overhead-view shooter with nice production values and good play control. If you like GI combat, this game is your ticket to the frontlines. THQ, Hasbro Interactive and Natsume are teaming up to bring you **Action Man: Search for Base X.** The action is standard platform stuff that takes place in side-scrolling levels in the jungle, on a mountain and in a mine. The cool part is that you can outfit your hero before sending him into harm's way. **Matchbox Mission Bravo** combines strategy with plenty of action. Commanders drive recon vehicles, Humvees and tanks to name a few of the types of Matchboxes involved. Instead of collecting cars, though, you blow them up.

Tecmo returns with its second Monster Rancher title, **Monster Rancher Explorer,** but the game is really **Solomon's Key** with a Monster Rancher storyline. The setting is 35 years before the first game. You enter a tower full of mysterious rooms and baddies armed with a magic wand. Just as in the original Solomon's Key, players have to solve the riddle of each room, creating blocks and using items that help unlock the passage to the next room. Explorer may not have much to do with last year's RPG, but it's a wonderful puzzle game that shouldn't be missed.


Monster Rancher Explorer

Spider-Man



Activision

Tom & Jerry in Fists of Furry



NewKidCo

Paper Mario



Nintendo

Road Champs BXS Stunt Biking



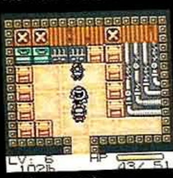
Activision

Micro-Machines V3



THQ

Metal Walker



Capcom

RELEASE FORECAST

FUTURE

AIDYN CHRONICLES: THE FIRST MAGE
CONKER'S BAD FUR DAY
DINOSAUR PLANET
ETERNAL DARKNESS
MARIO PARTY 3
MEGA MAN 64
PAPER MARIO
POKéMON STADIUM 2
SPIDER-MAN
STAR WARS: EPISODE I: BATTLE FOR NABOO
ACTION MAN: SEARCH FOR BASE X
ALIENS
ALONE IN THE DARK
AMF BOWLING
ARMY MEN: AIR ATTACK
BATMAN: TOTAL CHAOS
CASTLEVANIA II
CANNON FODDER
CRUSADERS OF MIGHT & MAGIC
DAIKATANA ADVENTURE
DAVE MIRRA FREESTYLE BMX
DINOSAUR'US
DRAGON TALES
ESPN NATIONAL HOCKEY NIGHT
GAUNTLET LEGENDS
GRAND THEFT AUTO 2
THE GRINCH
HERCULES
HOYLE CARD GAMES
HYPE: THE TIME QUEST
INSPECTOR GADGET
LUFIA: THE BEGINNING OF A LEGEND
MARIO TENNIS
MARY KATE & ASHLEY: HORSE RIDING
MATCHBOX MISSION BRAVO
MAT HOFFMAN'S PRO BMX
MEGA MAN X
MERLIN
METAL WALKER
MONSTER RANCHER EXPLORER
MTV SPORTS: PURE RIDE
NBA HOOPZ
NBA JAM 2001
POKéMON PUZZLE CHALLENGE
POWER PUFF GIRLS: PAINT THE TOWNSVILLE GREEN
POWER RANGERS LIGHTSPEED RESCUE
RETURN OF THE NINJA
ROAD CHAMPS: BMX STUNT BIKING
ROBIN HOOD
RUNELORDS
SGT. ROCK: ON THE FRONTLINE
SAN FRANCISCO RUSH
THE SIMPSONS
STAR WARS: EPISODE I: OBI-WAN'S ADVENTURES
T-TEX
T.J. LAVIN'S ULTIMATE BMX
TERRITORY
TOM & JERRY IN MOUSE ATTACKS
TOY STORY RACER
WALT DISNEY'S THE JUNGLE BOOK
WARRIORS OF MIGHT & MAGIC
WHO WANTS TO BE A MILLIONAIRE?
WOODY WOODPECKER RACING
WORLD DESTRUCTION LEAGUE
THE WORLD IS NOT ENOUGH
XENA: WARRIOR PRINCESS
ZELDA: TRIFORCE SERIES (2 TITLES)

NINTENDO 64
GAME BOY COLOR

ESPN National Hockey Night



Konami

Tom and Jerry in Mouse Attacks



NewKidCo

Coming Next Issue...

Volume 140, January 2001

SPIDER-MAN



You're not imagining things, true believers! Your Spider Sense is tingling because the web-slinging wall-crawler is bringing his superheroics to the N64, and January's Nintendo Power has all the details.

SPIDER-MAN

TOM AND JERRY IN FISTS OF FURRY



Tom and Jerry in Fists of Furry yanks all the slapstick fighting action out of the classic Tom and Jerry cartoons and crams it into your N64. Stick with Nintendo Power to learn about the newest game of cat-and-mouse.

MEGA MAN X-TREME



Mega Man returns to the Game Boy in Mega Man X-Treme, a 2-D side-scroller with all the robot-blasting action of the classic Mega Man and Mega Man X games. Be here next month to see how x-treme Mega Man can get.

SUBSCRIBER-ONLY BONUS ISSUE

- Special 16-page guide to Game Boy Advance and Nintendo GameCube
- Pokémon calendar
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